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## Verification and Validation

**Pathfinder 2015.2**

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## Disclaimer

Thunderhead Engineering makes no warranty, expressed or implied, to users of Pathfinder, and accepts no responsibility for its use. Users of Pathfinder assume sole responsibility under Federal law for determining the appropriateness of its use in any particular application; for any conclusions drawn from the results of its use; and for any actions taken or not taken as a result of analyses performed using these tools.

Users are warned that Pathfinder is intended for use only by those competent in the field of egress modeling. Pathfinder is intended only to supplement the informed judgment of the qualified user. The software package is a computer model that may or may not have predictive capability when applied to a specific set of factual circumstances. Lack of accurate predictions by the model could lead to erroneous conclusions. All results should be evaluated by an informed user.

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# 1 Introduction

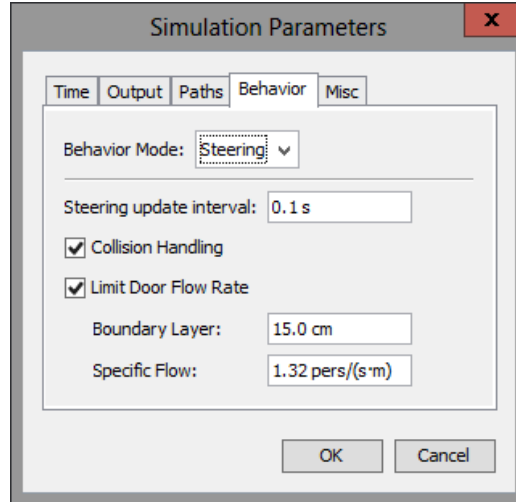
This document presents verification and validation test data for the Pathfinder simulator. The following definitions are used throughout this document:

- *Verification* tests are synthetic test cases designed to ensure that the simulator is performing as specified by the Pathfinder Technical Reference. Usually these tests attempt to isolate specific simulated quantities or behaviors and may include only a small number of occupants. This type of test often has very specific pass/fail criteria. Verification tests ensure that the software implements a particular model correctly – they are not designed to measure how accurately that model reflects reality.
- *Validation* tests are designed to measure how well Pathfinder's implementation of simulation models captures real behavior. Usually these tests will explore the interaction between multiple simulation elements and may have less specific pass/fail criteria. Validation tests are usually based on experimental data or experience (e.g. congestion should form at a particular location).
- *Comparisons* present Pathfinder results alongside the results of other simulators. These tests are designed to give the reader a sense of where Pathfinder "fits in" relative to other simulation software.

Usage of the terms *verification* and *validation* in this document is designed to be consistent with the terminology presented in ASTM E1472 (ASTM 1998).

## 1.1 Simulation Modes

Most test cases in this chapter are executed using three different configurations (modes) based on the **Behavior Mode** option and the **Limit Door Flow Rate** option in Pathfinder's **Simulation Parameters** dialog. An **SFPE** simulation is run with a **Behavior Mode** selection of **SFPE**, a **Steering+SFPE** simulation is run with a **Behavior Mode** selection of **Steering** and **Limit Door Flow Rate** active, and a **Steering** simulation is run with a **Behavior Mode** selection of **Steering**. In each case, all other simulator options are left at the default setting unless otherwise specified. For cases that examine speed-density behavior, only the **Steering** mode is applicable.



**Figure 1: The simulation parameters dialog, showing settings for Steering+SFPE.**

## 1.2 Inertia

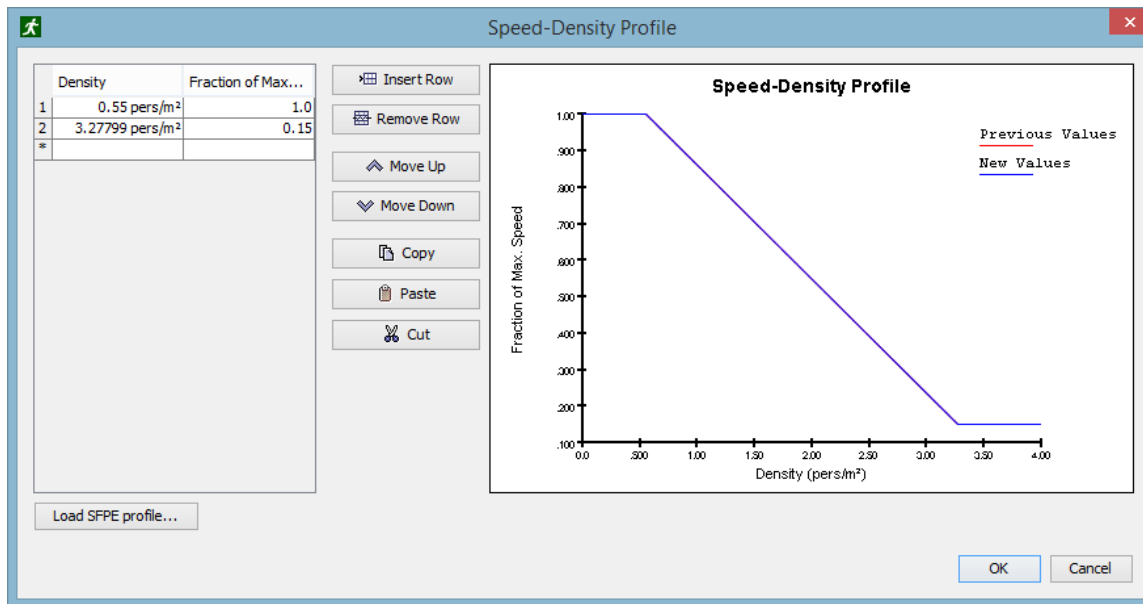
The SFPE mode supported by Pathfinder allows occupants to instantly transition between speeds without accounting for acceleration. However, when predicting the results for simulations run using the **Steering** mode, it is necessary to account for inertia. Assuming an occupant must travel some distance  $d$ , this is generally done in the following way:

1. Calculate  $d_1$  using the following equation of motion:  $d_1 = 0.5 * (v_1 - v_0) * t_1$   
where  $d_1$  is the distance traveled,  $v_0$  is the initial velocity,  $v_1$  is the final velocity, and  $t_1$  is the time it takes to transition from  $v_0$  to  $v_1$ . In Pathfinder, the default acceleration is calculated to allow occupants to transition from being motionless to traveling at maximum velocity in 1.1 seconds.  $v_0$  is generally zero and  $v_1$  is the occupant's maximum velocity.
2. Calculate  $d_2$  as the remaining distance that needs to be traveled:  $d_2 = d - d_1$ .
3. Calculate the time  $t_2$  needed to travel the remaining distance,  $d_2$ , using the equation:  $t_2 = d_2 / v_1$
4. The full time  $t$  needed to accelerate from 0.0 m/s and walk distance  $d$  is then given by:  $t = t_1 + t_2$ .

Inertia also impacts the effective flow rates through the doors for the Steering+SFPE mode, since each occupant must accelerate when released to pass through the door. This effect can be reduced by increasing the acceleration, by setting the acceleration time to 0.5 s.

## 2 Fundamental Diagram and Flow Rate Tests

Starting in Pathfinder 2015, the user can specify a Speed-Density Profile – the *fundamental diagram*. Since occupants can have different individual walking speeds, the user defines a profile that multiplies the maximum speed for that occupant (Figure 2). The default diagram corresponds to the SFPE relationship with the modification that at high densities the speed goes to a factor of 0.15 rather than zero.



**Figure 2: The default SFPE Speed-Density Profile**

### 2.1 Zhang and Seyfried Fundamental Diagram Experiments for Unidirectional Flow

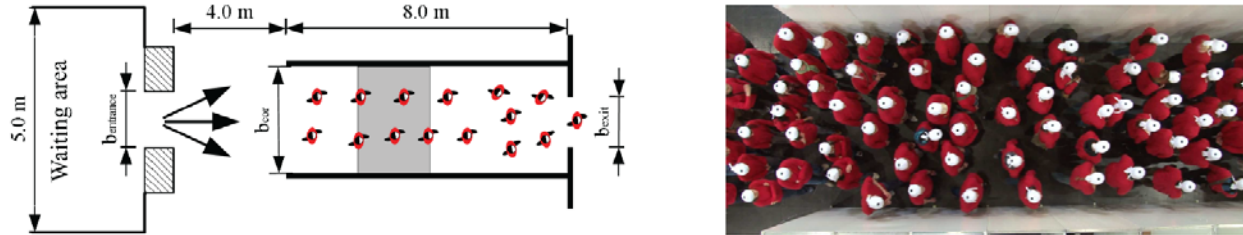
#### 2.1.1 Background

Jun Zhang and Armin Seyfried (2013) performed a series of experiments in which they measured the fundamental diagram by controlling density in a corridor by varying the entrance and exit widths (Figure 3). The corridor width was 3 m. A summary of the results for unidirectional and bidirectional flows is shown in Figure 4. You can download the actual experimental videos and supporting documentation at this link:

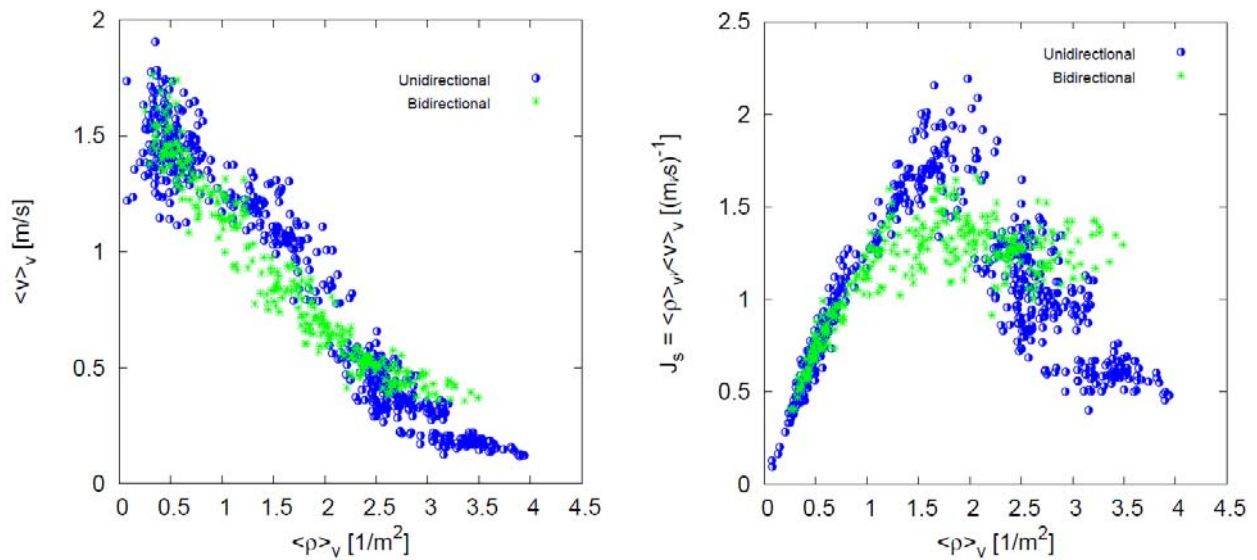
<http://www.fz-juelich.de/ias/jsc/EN/Research/ModellingSimulation/CivilSecurityTraffic/PedestrianDynamics/Activities/database/databaseNode.html>

This validation case will focus on the unidirectional flow results.

The correspond SFPE calculations are shown in Figure 5. Compared to the SFPE calculations, the Zhang and Seyfried experiments have a higher occupant speed (measured free velocity of  $1.55 \pm 0.18$  m/s) and a significantly higher measured specific flow (although the paper notes large specific flow variations for small changes in the experimental setup for densities greater the 2 pers/m<sup>2</sup>).

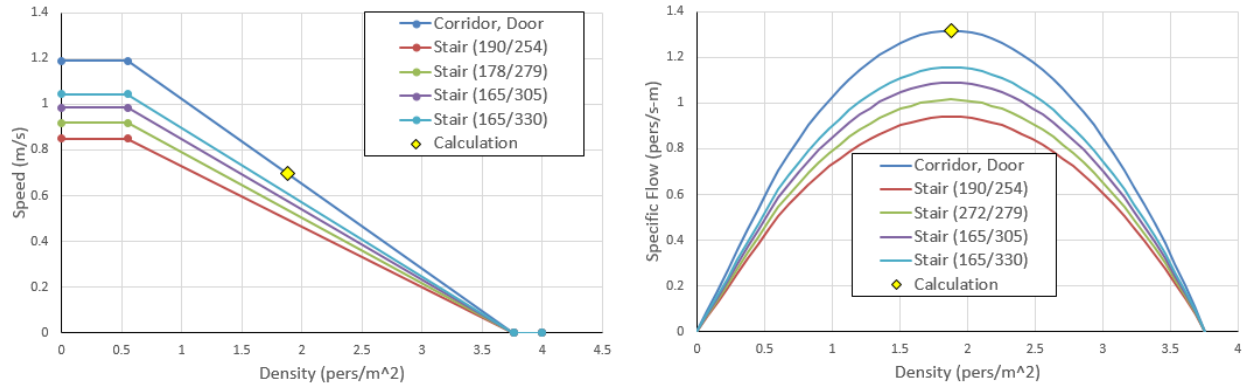


**Figure 3: Setup and snapshot of unidirectional flow experiment. The gray area in the sketch shows the location of measurement area (Ref. Zhang and Seyfried, 2012).**



**Figure 4: Comparison of the fundamental diagrams between uni- and bidirectional pedestrian flow (Ref. Zhang and Seyfried, 2012).**



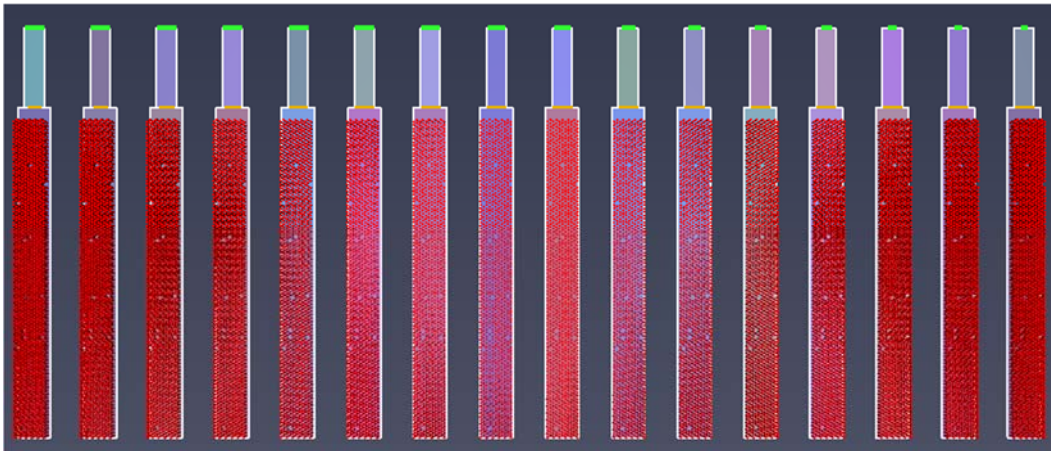


**Figure 5: SFPE fundamental diagrams.**

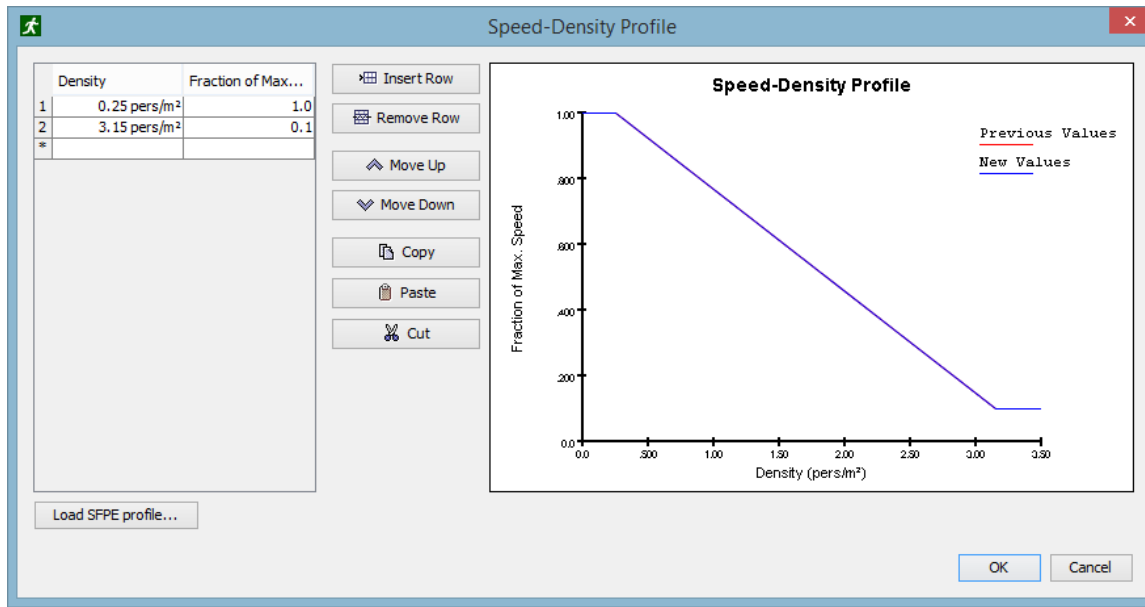
## 2.1.2 Setup Notes

The corresponding Pathfinder model is shown in Figure 6. The paper does not provide the exact values of entrance and exit widths to the 3 m corridor, so the Pathfinder calculation assumed six cases where the entrance width varied from 2 to 3 m with the exit width held constant at 3 m (these are low density cases) followed by 10 cases where the entrance width was held constant at 3 m and the exit width varied from 3 to 1 m (high density cases).

The sixteen cases were repeated for three walking speed assumptions: (1) a constant speed of 1.19 m/s (SFPE), (2) a uniform distribution  $1.19 \pm 0.25$  m/s (range about SFPE), and (3) the Zhang and Seyfried values of  $1.55 \pm 0.18$  m/s with a speed profile that corresponds to the speed-density data shown in Figure 4. This input curve is shown in Figure 7 and is similar to the SFPE curve in Figure 2.



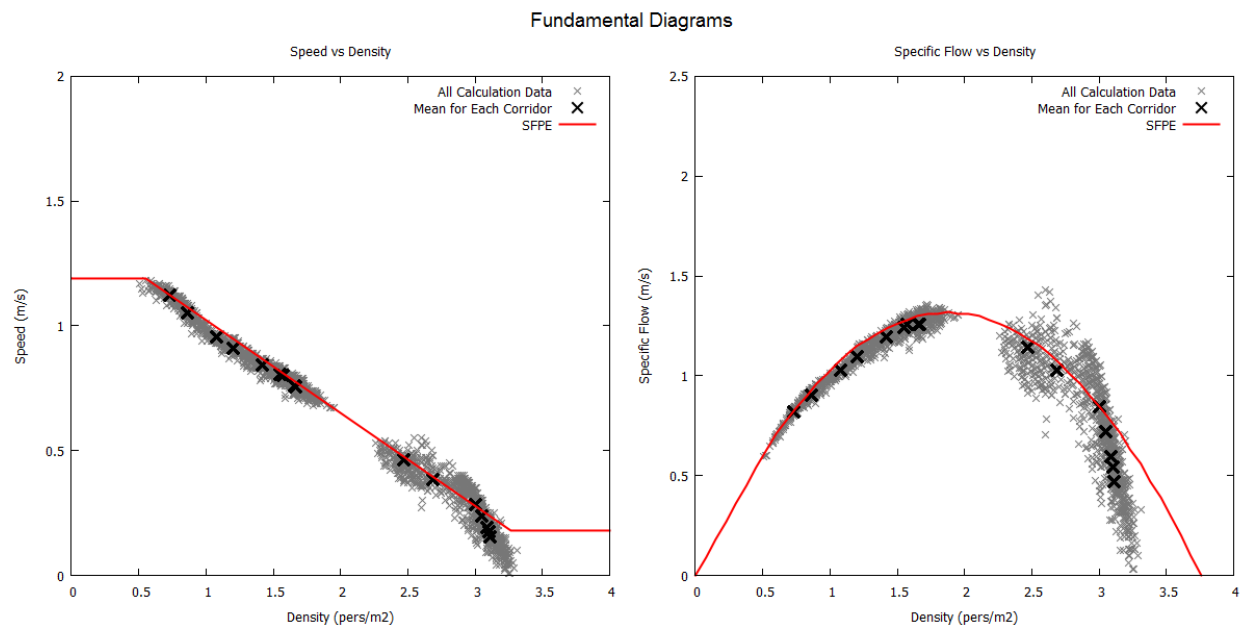
**Figure 6: Pathfinder model for Zhang and Seyfried experiments.**



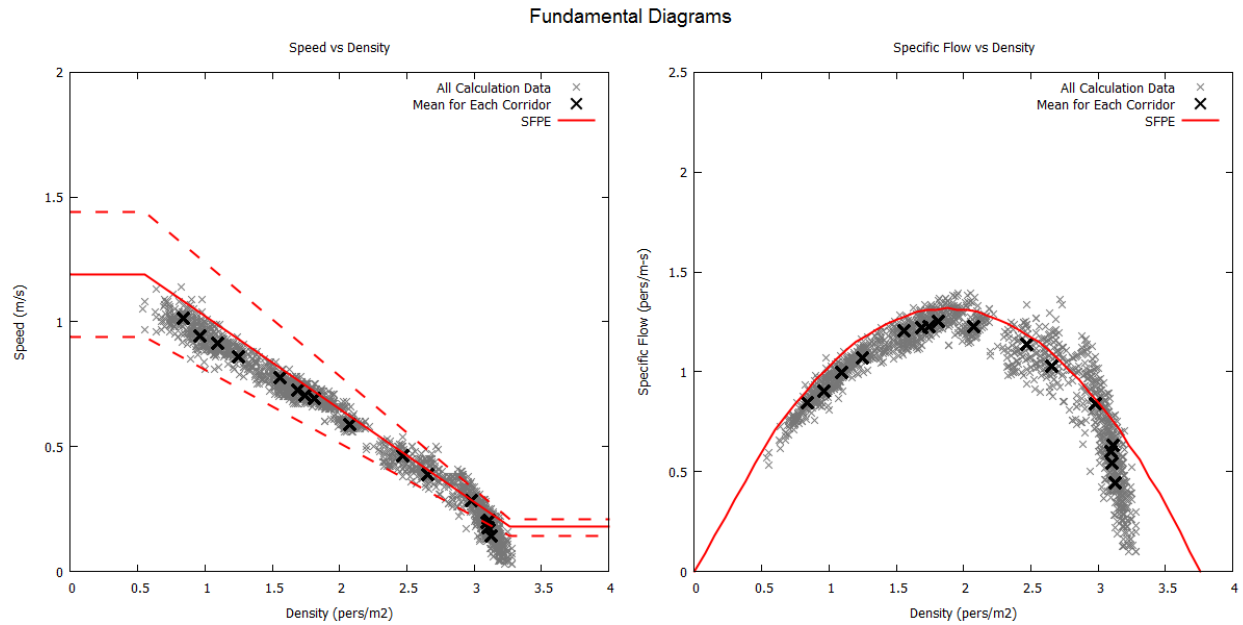
**Figure 7: The Zhang and Seyfried Speed-Density Profile**

### 2.1.3 Results

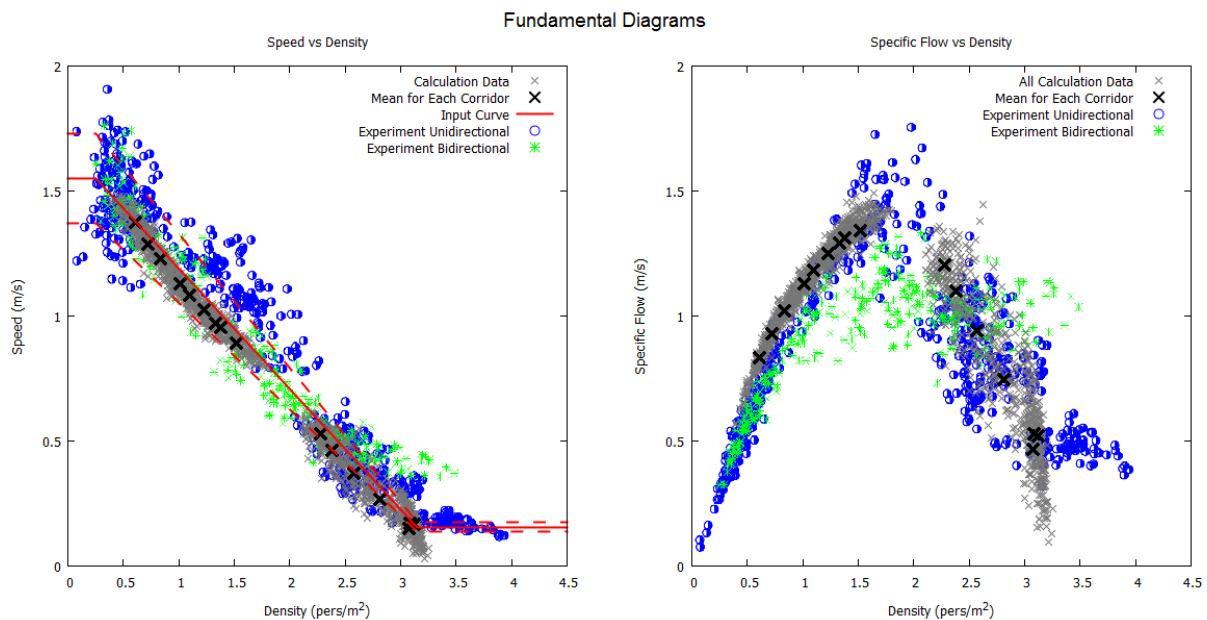
Speed-density and specific flow-density results are presented for each of the three cases. In these curves, the data is presented over time intervals when “steady-state” conditions have been reached. The gray points represent all the calculated speed-density pairs for all corridors, while the black points are the averaged values for each corridor.



**Figure 8: Speed-density and specific flow results with SFPE speed-density input and constant velocity 1.19 m/s. Time interval 110 to 250 s.**



**Figure 9: Speed-density and specific flow results with SFPE speed-density input and uniform velocity distribution  $1.19 \pm 0.25$  m/s. Time interval 150 to 250 s.**



**Figure 10: Speed-density results for Zhang and Seyfried experiment with measured speed-density input and uniform velocity distribution  $1.55 \pm 0.18$  m/s. Time interval 120 to 220 s.**

## 2.1.4 Analysis

The Pathfinder calculations replicate the input speed-density curve. The calculated points are slightly below the input curves, making the results slightly conservative. The specific flow calculations also match the expected results. The comparisons show that Pathfinder correctly uses the input speed-density curve in the calculations.

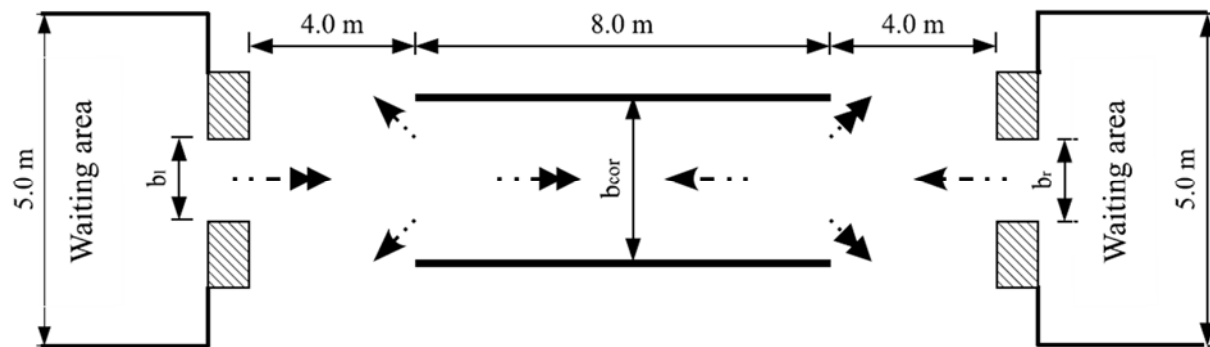
## 2.2 Zhang and Seyfried Fundamental Diagram Experiments for Bidirectional Flow

### 2.2.1 Background

In addition to unidirectional flow, Zhang, Klingsch, Schadschneider, and Seyfried (2012) describe experimental results for bidirectional flow. These results are summarized and compared to unidirectional results in Figure 4.

The experimental setup is shown in Figure 11. Balanced or unbalanced flow were controlled by varying the widths of the corridor, left entrance, and right entrance. In addition, participants were either allowed to select to exit to their left or right or were assigned a direction. When the participants select the exit direction, stable lanes form, but when required to exit a given direction, lanes are unstable and vary in time and space (Figure 12).

The authors classify the bidirectional streams into Stable Separated Lanes (SSL) and Dynamical Multi-Lanes (DML) flow. According to the typical densities in the opposing streams they introduce the types Balanced Flow Ratio (BFR) and Unbalanced Flow Ratio (UFR). The paper clearly documents each case for which data was obtained, Figure 13 and Figure 14.



**Figure 11: Setup and of bidirectional flow experiment. The widths of the corridor, left entrance, and right entrance were varied in the experiment (Ref. Zhang et al., 2012).**

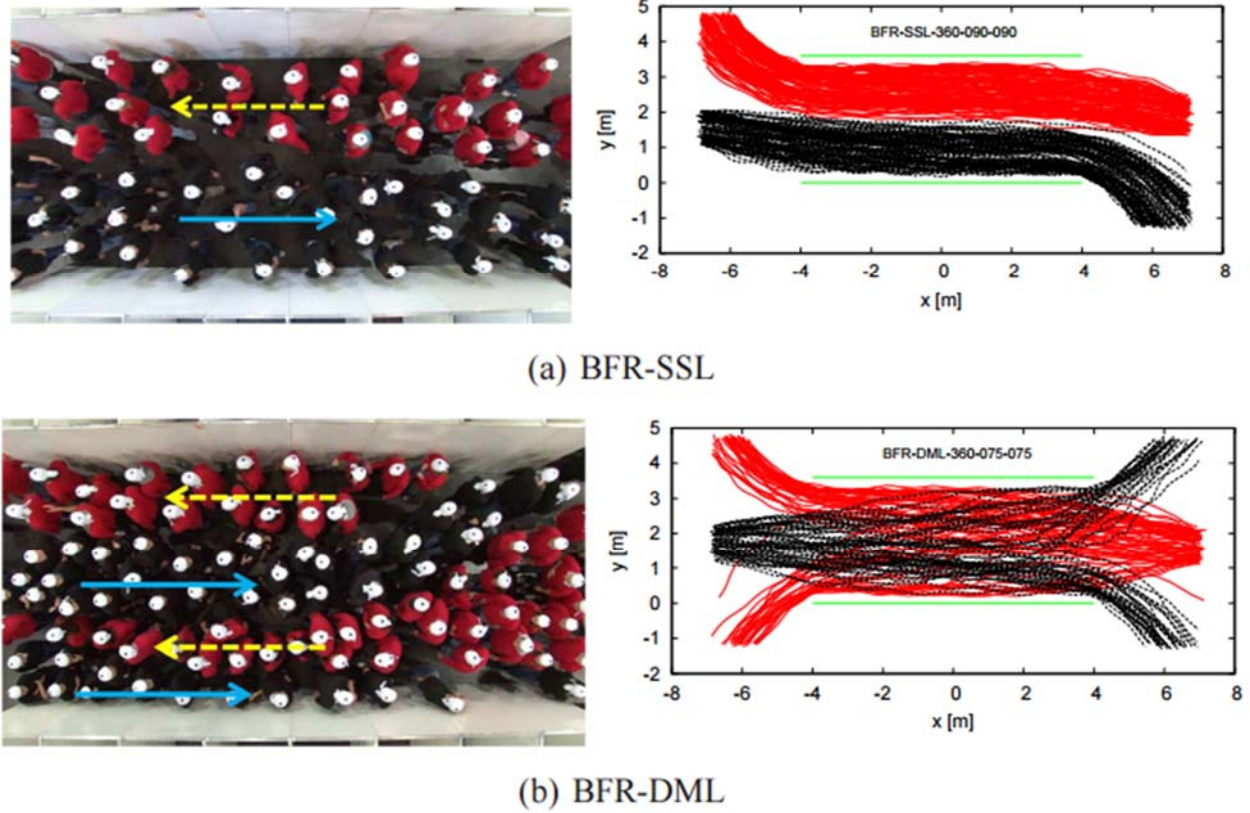


Figure 12: Bidirectional flow images for the case with an equal number of left and right participants (Balanced Flow Ratio – BFR). Stable Separated Lanes (SSL) form when participants can select the exit direction, Dynamical Multi-Lanes (DML) form when and each participant is assigned to exit either to their left or right. For the DML case lanes are unstable and vary in time and space. Note that the images of people are for illustration and are more densely packed than the actual BFR-SSL-360-090-090 and BFR-DML-360-075-075 experimental data (Ref. Zhang et al., 2012).

Index	Name	$b_{cor}$ [m]	$b_l$ [m]	$b_r$ [m]	$N_l$	$N_r$
1	BFR-SSL-360-050-050	3.60	0.50	0.50	57	61
2	BFR-SSL-360-075-075	3.60	0.75	0.75	56	80
3	BFR-SSL-360-090-090	3.60	0.90	0.90	109	105
4	BFR-SSL-360-120-120	3.60	1.20	1.20	143	164
5	BFR-SSL-360-160-160	3.60	1.60	1.60	143	166

Figure 13: The experimental parameters used for the Balanced Flow Ratio (BFR) and participant selected exits Stable Separated Lanes (SSL) experiments (Ref. Zhang et al., 2012).

Index	Name	$b_{cor}$ [m]	$b_l$ [m]	$b_r$ [m]	$N_l$	$N_r$
1	BFR-DML-300-050-050	3.00	0.50	0.50	54	71
2	BFR-DML-300-065-065	3.00	0.65	0.65	64	83
3	BFR-DML-300-075-075	3.00	0.75	0.75	61	86
4	BFR-DML-300-085-085	3.00	0.85	0.85	119	97
5	BFR-DML-300-100-100	3.00	1.00	1.00	125	105
6	BFR-DML-360-050-050	3.60	0.50	0.50	56	74
7	BFR-DML-360-075-075	3.60	0.75	0.75	62	65
8	BFR-DML-360-090-090	3.60	0.90	0.90	110	102
9	BFR-DML-360-120-120	3.60	1.20	1.20	115	106
10	BFR-DML-360-160-160	3.60	1.60	1.60	140	166
11	BFR-DML-360-200-200	3.60	2.00	2.00	143	166
12	BFR-DML-360-250-250	3.60	2.50	2.50	141	163

**Figure 14: The experimental parameters used for the Balanced Flow Ratio (BFR) and assigned exits Dynamical Multi-Lane (DML) experiments (Ref. Zhang et al., 2012).**

You can download the actual experimental videos and supporting documentation at this link:

<http://www.fz-juelich.de/ias/jsc/EN/Research/ModellingSimulation/CivilSecurityTraffic/PedestrianDynamics/Activities/database/databaseNode.html>

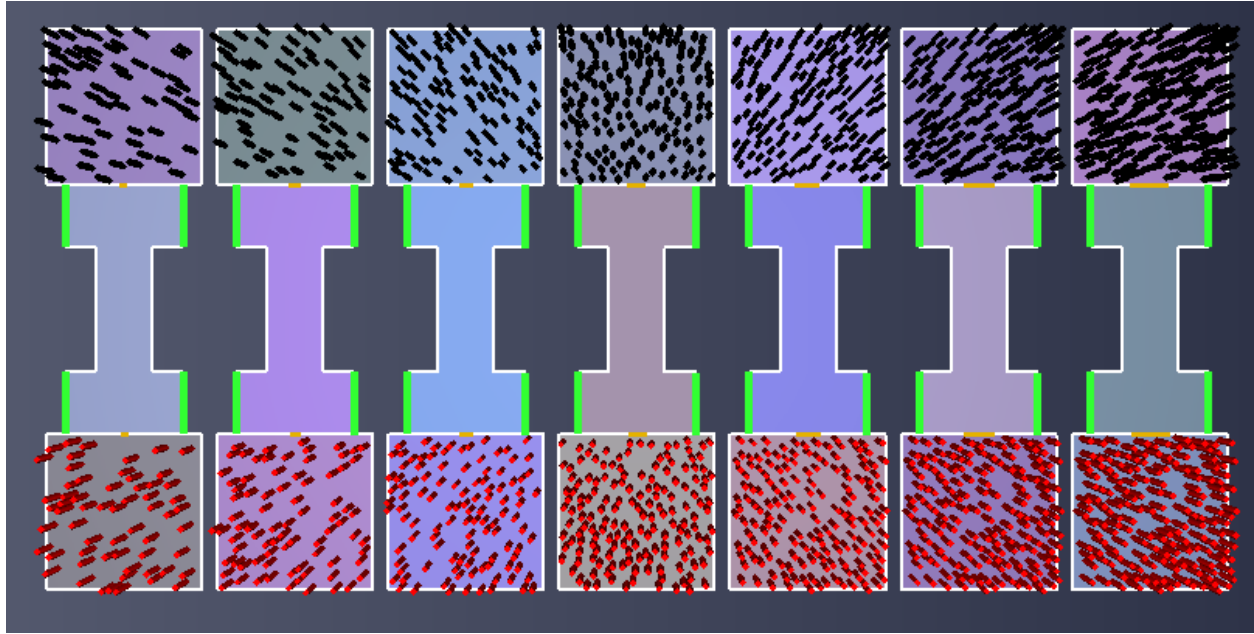
This validation case will focus on bidirectional flow results.

### *2.2.2 Setup Notes*

Pathfinder models were used to simulate the experimental cases with a 3.6 wide corridor. The model with balanced flows (BFR) and occupants with defined exit directions (DML) is shown in Figure 15. This model corresponds to the cases with Index numbers 6-12 of Figure 14. The widths of the two entry doors are always identical to each other, but the door widths change to control the density. The model for the BFR-SSL cases was similar.

For all cases, the measured walking speed of  $1.55 \pm 0.18$  m/s was used with a speed profile that corresponds to the unidirectional speed-density data shown in Figure 7. This last point is important, we did not consider it appropriate to modify the speed-density profile in order to obtain a better match with experimental data, instead we used the unidirectional data for all cases.

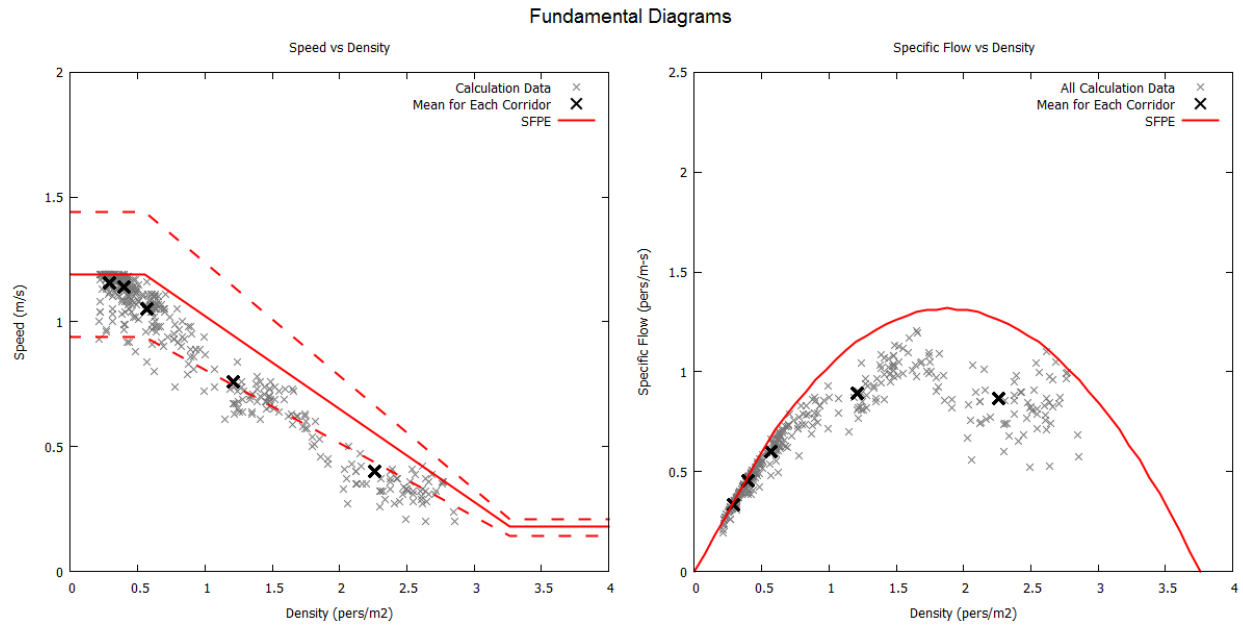




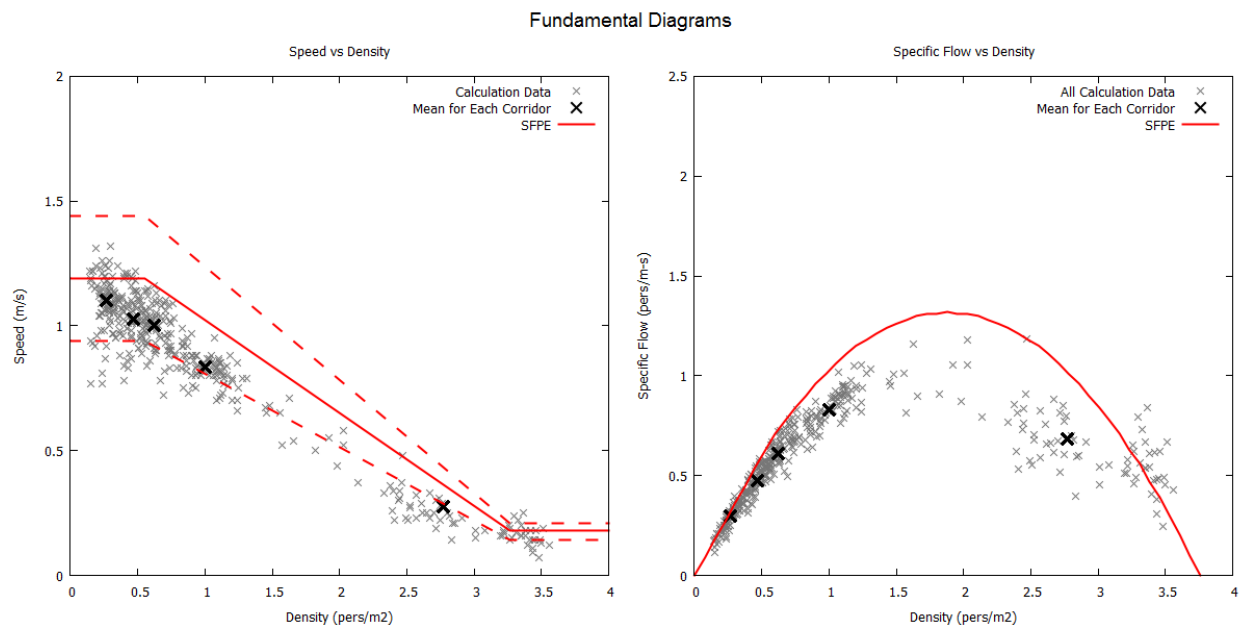
**Figure 15: Pathfinder model for bidirectional balanced flows and occupants with defined exit directions (BFR-DML). This corresponds to cases indexed 6-13 above. Model has been rotated 90° CCW for clarity.**

### *2.2.3 Results for Balanced Flow Ratio (BFR) and participant selected exits Stable Separated Lanes (SSL)*

Speed-density and specific flow-density results are presented for each of the three walking speed cases. In these curves, the data is presented over time intervals when “steady-state” conditions have been reached. The gray points represent all the calculated speed-density pairs for all corridors, while the black points are the averaged values for each corridor.

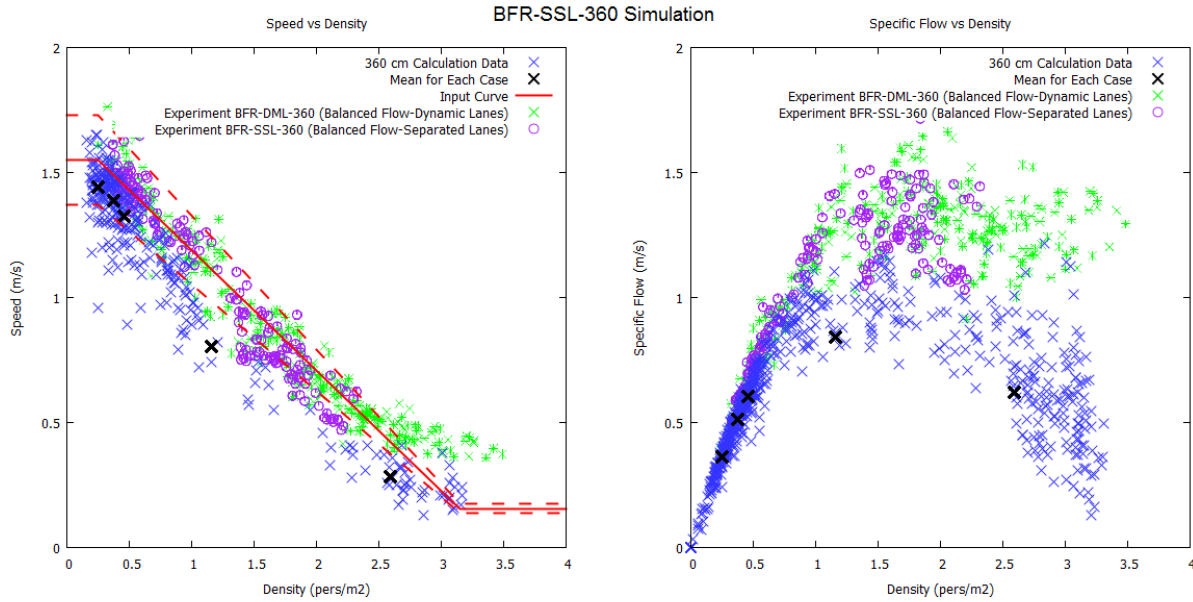


**Figure 16: Speed-density and specific flow results with SFPE speed-density input and constant velocity 1.19 m/s. Time interval 20 to 100 s.**

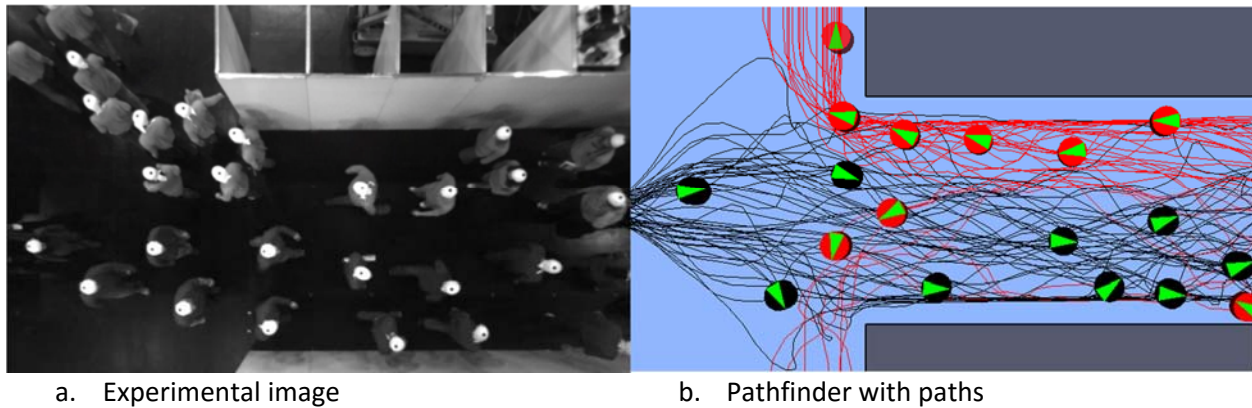


**Figure 17: Speed-density and specific flow results with SFPE speed-density input and uniform velocity distribution  $1.19 \pm 0.25$  m/s. Time interval 20 to 100 s.**





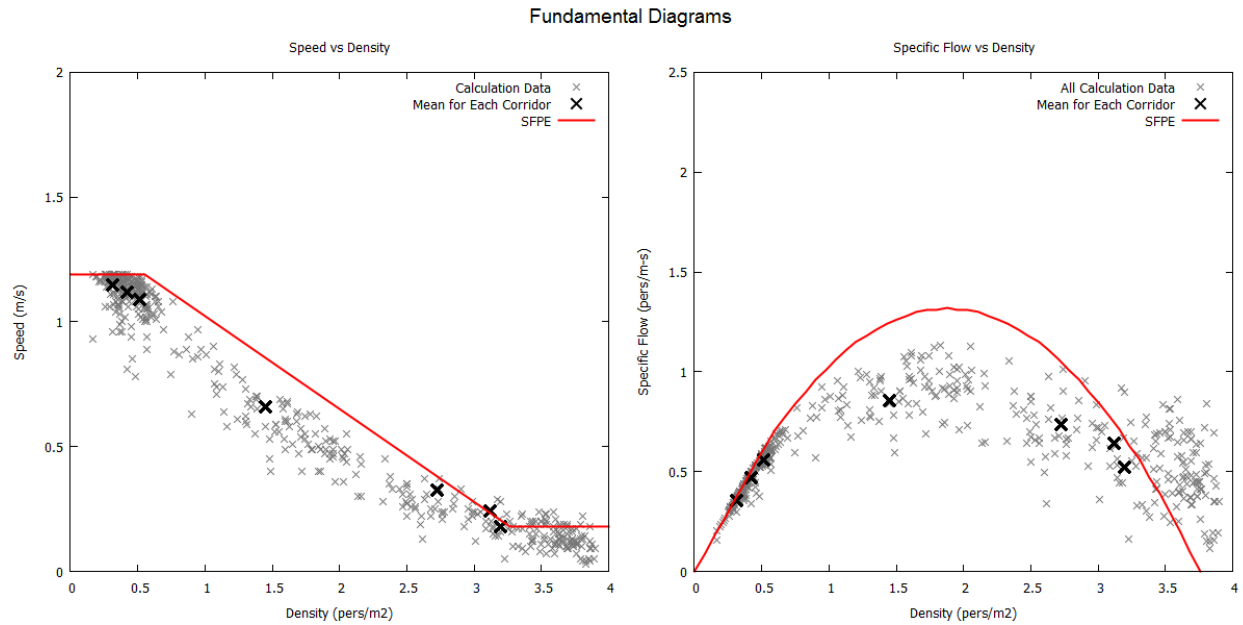
**Figure 18: Speed-density results for Zhang and Seyfried experiment geometry with measured speed-density input and uniform velocity distribution  $1.55 \pm 0.18$  m/s. Time interval 20 to 80 s.**



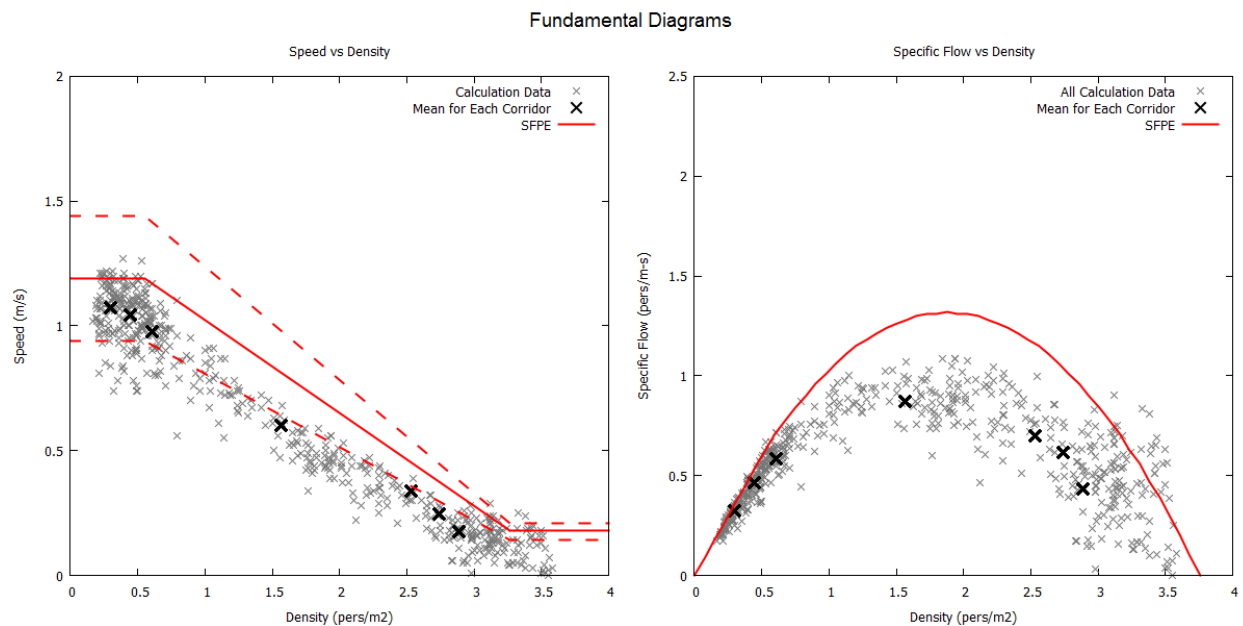
**Figure 19: BFR-SSL-360-090-090, comparison of experimental and Pathfinder results at 50 seconds.**

## 2.2.4 Results for Balanced Flow Ratio (BFR) and assigned exits Dynamical Multi-Lane (DML)

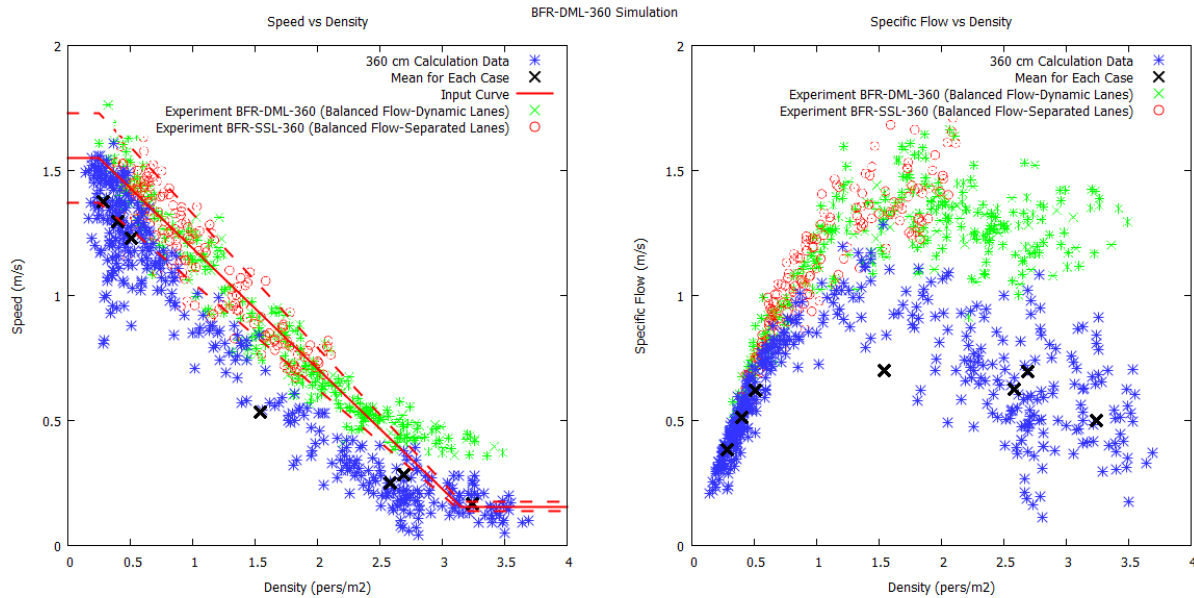
Speed-density and specific flow-density results are presented for each of the three walking speed cases. In these curves, the data is presented over time intervals when “steady-state” conditions have been reached. The gray points represent all the calculated speed-density pairs for all corridors, while the black points are the averaged values for each corridor.



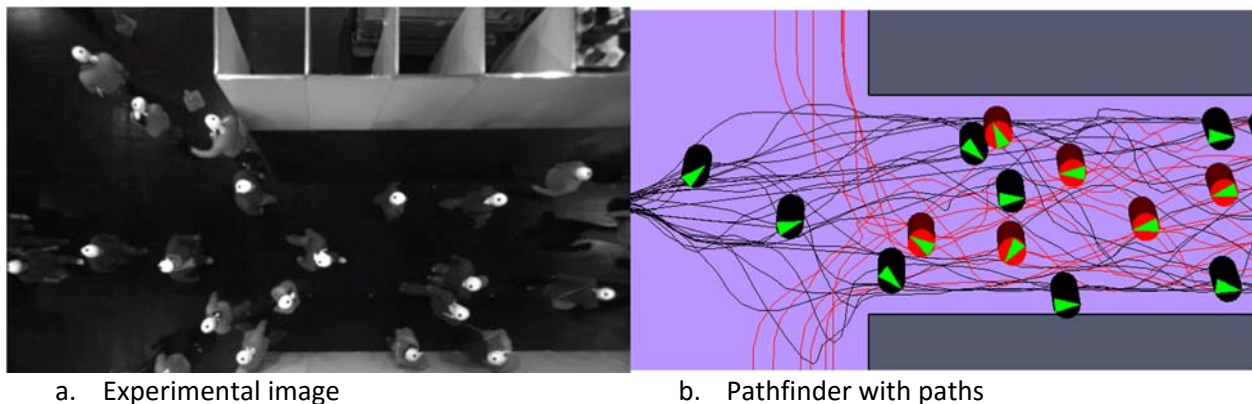
**Figure 20: Speed-density and specific flow results with SFPE speed-density input and constant velocity 1.19 m/s. Time interval 20 to 90 s.**



**Figure 21: Speed-density and specific flow results with SFPE speed-density input and uniform velocity distribution  $1.19 \pm 0.25$  m/s. Time interval 20 to 100 s.**



**Figure 22: Speed-density results for Zhang and Seyfried experiment geometry with measured speed-density input and uniform velocity distribution  $1.55 \pm 0.18$  m/s. Time interval 20 to 80 s.**



**Figure 23: BFR-DML-360-075-075, comparison of experimental and Pathfinder results at 30 seconds.**

## 2.2.5 Analysis

Pathfinder includes only a simple lane-forming algorithm, so it does not replicate the ordered paths shown in Figure 12. Instead, the occupants tend to cross paths more frequently. As a result, for a given speed the calculated density and specific flow fall below the experimental data. This may be considered a conservative, non-optimal result.

## 2.3 Fundamental Diagram Customization for Stairs and Ramps

### 2.3.1 Background

Pathfinder (version 2015.2 and later) allows the user to define customized fundamental diagrams for movement up and down stairs and ramps. These are defined in the profiles, so now it is possible for each profile to have five fundamental diagrams (level, stairs up, stairs down, ramp up, ramp down) with different nominal speeds for each case (including the possibility of different distributions). While potentially complex, this gives required flexibility to meet evacuation calculation standards required in some jurisdictions.

In this verification example, we will use one profile and define five different fundamental diagrams. The fundamental diagrams will correspond to those in the Russian evacuation code.

In the Russian standards there are 4 types of person:

- M1 – healthy person
- M2 – older person or blind person or other disabled person
- M3 – person with crutches
- M4 – person in wheelchair

Speed depends of occupants' density:

$$\begin{aligned} D < D_0, V_D &= V_0 \\ D > D_0, V_D &= V_0(1 - a \ln(D/D_0)) \end{aligned}$$

Where:

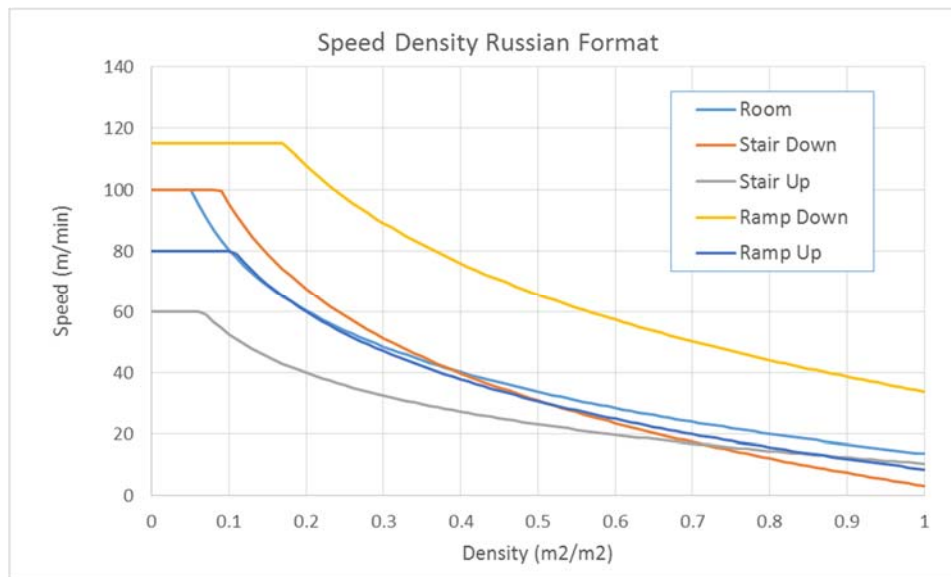
- $V_D$  is person speed.
- $V_0$  is maximum velocity. People go with  $V_0$  if nobody has influence on them.
- $D$  is occupant density ( $\text{m}^2/\text{m}^2$ ) or fraction of occupied area.
$$D = \frac{Nf}{S}$$
- $N$  is number of people in area
- $f$  is area occupied by a person,  $\text{m}^2$
- $S$  is the area,  $\text{m}^2$
- $a$  is coefficient for type of path

The calculation parameters are defined by:

**Table 1: Parameters for Russian speed-density relationship**

Type of person	$f \text{ (m}^2\text{)}$	Parameter	Type of path				
			Room	Stair down	Stair up	Ramp down	Ramp up
M1	0.1 or 0.125	$V_0 \text{ (m/min)}$	100	100	60	115	80
		$D_0 \text{ (m}^2\text{/m}^2\text{)}$	0.051	0.089	0.067	0.171	0.107
		a	0.295	0.4	0.305	0.399	0.399
M2	0.2	$V_0 \text{ (m/min)}$	30	30	20	45	25
		$D_0 \text{ (m}^2\text{/m}^2\text{)}$	0.135	0.139	0.126	0.171	0.146
		a	0.335	0.346	0.348	0.438	0.384
M3	0.3	$V_0 \text{ (m/min)}$	70	20	25	105	55
		$D_0 \text{ (m}^2\text{/m}^2\text{)}$	0.102	0.208	0.12	0.122	0.136
		a	0.35	0.454	0.347	0.416	0.446
M4	0.96	$V_0 \text{ (m/min)}$	60	—	—	115	40
		$D_0 \text{ (m}^2\text{/m}^2\text{)}$	0.135	—	—	0.146	0.15
		a	0.4	—	—	0.424	0.42

For the healthy population, the calculated fundamental diagrams are shown below, Figure 24.


**Figure 24: Fundamental diagrams for Russian healthy population.**

### 2.3.2 Setup Notes

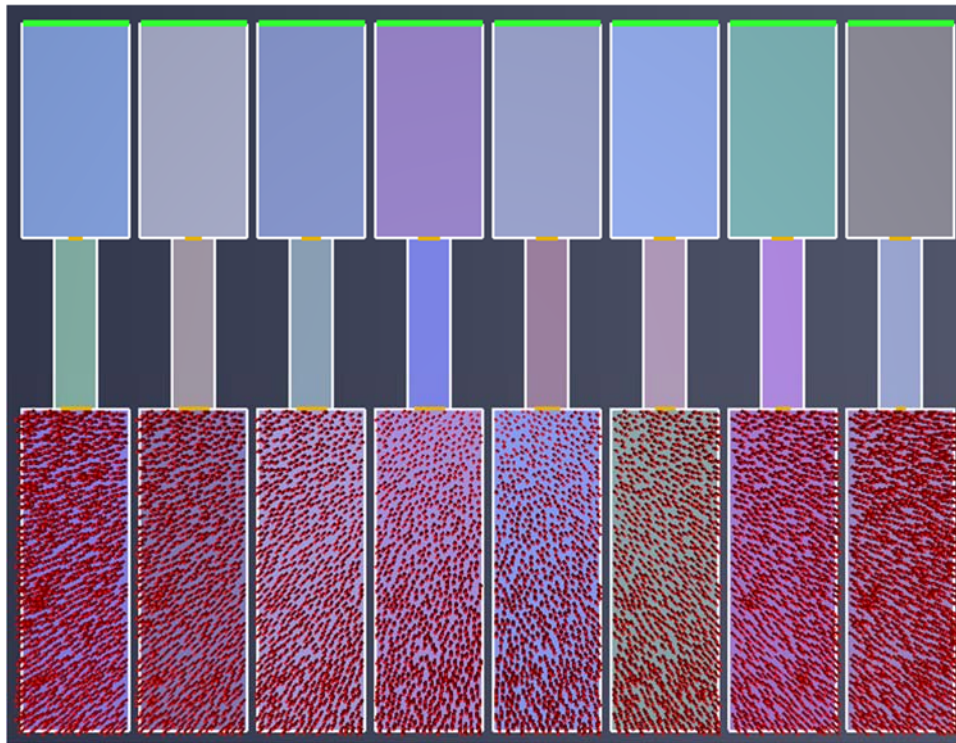
Pathfinder models were used to simulate the Russian evacuation code for healthy people with a  $0.1 \text{ m}^2$  area for each person. Five models were used, corresponding to level walking, stairs up, stairs down,



ramp up, ramp down. As will be shown in the results, for the ramp down model it was difficult to supply a sufficient density of occupants to the model, so a “funnel” model was used. The level model is shown in Figure 25. To make it possible to carefully control the densities, the flow rates of the entrance and exit doors were specified, Table 2.

**Table 2: Flow rates through entrance and exit doors**

Flow Rates in Verification problems (pers/s)									
Level		Stair Down		Stair Up		Ramp Down		Ramp Up	
Entrance	Exit	Entrance	Exit	Entrance	Exit	Entrance	Exit	Entrance	Exit
3.00	6.00	3.00	6.00	1.00	6.00	4.00	Open	3.00	6.00
4.00	6.00	4.00	6.00	3.00	6.00	8.00	Open	4.00	6.00
5.00	6.00	5.00	6.00	4.00	6.00	12.00	Open	5.00	6.00
6.00	6.00	6.00	6.00	5.00	6.00	16.00	Open	6.00	6.00
6.25	6.00	6.50	6.00	6.00	6.00	20.00	Open	6.50	6.00
6.50	6.00	7.00	6.00	6.50	6.00	24.00	Open	7.00	6.00
6.75	6.00	7.50	6.00	7.00	6.00	28.00	Open	7.50	6.00
7.00	6.00	8.00	6.00	7.50	6.00	32.00	Open	8.00	6.00



**Figure 25: Pathfinder model for user-defined fundamental diagram. This case is for level movement. Similar models were used for stairs and ramps. Model has been rotated 90° CCW for clarity.**

The input to Pathfinder consists of the speed (or speed ratio) for each case and the normalized speed-density curve, Figure 26. In addition, it is necessary to set the occupant size to correspond to the person

density defined by the standard. Knowing the density, we can assume tight hexagonal packing as follows:

$$\rho_{HEX} = 2/((\sqrt{3})S^2)$$

or:

$$S = \sqrt{2/((\sqrt{3})\rho_{HEX})}$$

where:

$S$  is the spacing distance between centers of the hex-packed circles. For a density of 10 pers/m<sup>2</sup> the spacing is 34 cm.

In addition, it is necessary to set the corresponding comfort distance to zero.

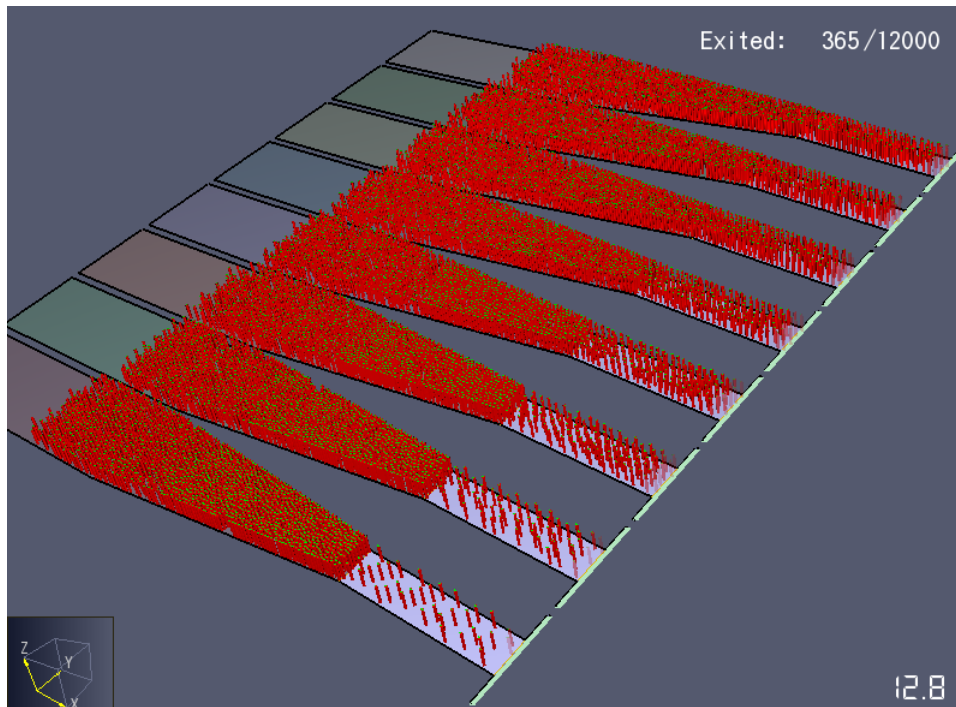
Output Data for Input to Pathfinder										
This data is formatted so that you can copy it and paste into the Pathfinder Speed-Density table.										
Density units are persons/m2, speed-density curve is normalized, speed fraction is specified for stairs and ramps.										
Max Speeds (m/s)		Speed Fraction		Hex Pack Distance						
Room =	1.667	Room =	N/A	Distance =	0.340 m	(Shoulder Width in Pathfinder, set Comfort Distance = 0)				
Stair Down =	1.667	Stair Down =	1.000							
Stair Up =	1.000	Stair Up =	0.600							
Ramp Down =	1.917	Ramp Down =	1.150							
Ramp Up =	1.333	Ramp Up =	0.800							
Room		Stair Down		Stair Up		Ramp Down		Ramp Up		
Density (p/m2)	Fraction of Max	Density (p/m2)	Fraction of Max	Density (p/m2)	Fraction of Max	Density (p/m2)	Fraction of Max	Density (p/m2)	Fraction of Max	
0.000	1.000	0.000	1.000	0.000	1.000	0.000	1.000	0.000	1.000	
0.500	1.000	0.500	1.000	0.500	1.000	0.500	1.000	0.500	1.000	
1.000	0.805	1.000	0.953	1.000	0.878	1.000	1.000	1.000	1.000	
1.500	0.687	1.500	0.791	1.500	0.754	1.500	1.000	1.500	0.865	
2.000	0.604	2.000	0.676	2.000	0.666	2.000	0.937	2.000	0.750	
2.500	0.539	2.500	0.587	2.500	0.598	2.500	0.848	2.500	0.661	
3.000	0.486	3.000	0.514	3.000	0.543	3.000	0.776	3.000	0.589	
3.500	0.441	3.500	0.452	3.500	0.496	3.500	0.714	3.500	0.527	
4.000	0.403	4.000	0.399	4.000	0.455	4.000	0.661	4.000	0.474	
4.500	0.369	4.500	0.352	4.500	0.419	4.500	0.614	4.500	0.427	
5.000	0.338	5.000	0.310	5.000	0.387	5.000	0.572	5.000	0.385	
5.500	0.310	5.500	0.271	5.500	0.358	5.500	0.534	5.500	0.347	
6.000	0.285	6.000	0.237	6.000	0.331	6.000	0.499	6.000	0.312	
6.500	0.262	6.500	0.205	6.500	0.307	6.500	0.467	6.500	0.280	
7.000	0.240	7.000	0.175	7.000	0.284	7.000	0.438	7.000	0.251	
7.500	0.220	7.500	0.147	7.500	0.263	7.500	0.410	7.500	0.223	
8.000	0.202	8.000	0.122	8.000	0.244	8.000	0.384	8.000	0.197	
8.500	0.184	8.500	0.097	8.500	0.225	8.500	0.360	8.500	0.173	
9.000	0.168	9.000	0.074	9.000	0.208	9.000	0.337	9.000	0.150	
9.500	0.152	9.500	0.053	9.500	0.191	9.500	0.316	9.500	0.129	
10.000	0.137	10.000	0.032	10.000	0.176	10.000	0.295	10.000	0.108	

**Figure 26: Fundamental curves used in this verification problem. The data corresponds to the Russian healthy population.**

### 2.3.3 Results

Speed-density results are presented for each of the five path types (level, stairs up, stairs down, ramp up, ramp down). In these curves, the data is presented over time intervals when “steady-state” conditions have been reached. The gray points represent all the calculated speed-density pairs for all corridors, while the black points are the averaged values for each corridor.

The ramp down model is shown below.



**Figure 27: Ramp down model used a "funnel" to direct flow into the down ramp. Due to the fast walking speed on a down ramp, it was still difficult to obtain densities greater than 4 pers/m<sup>2</sup>.**



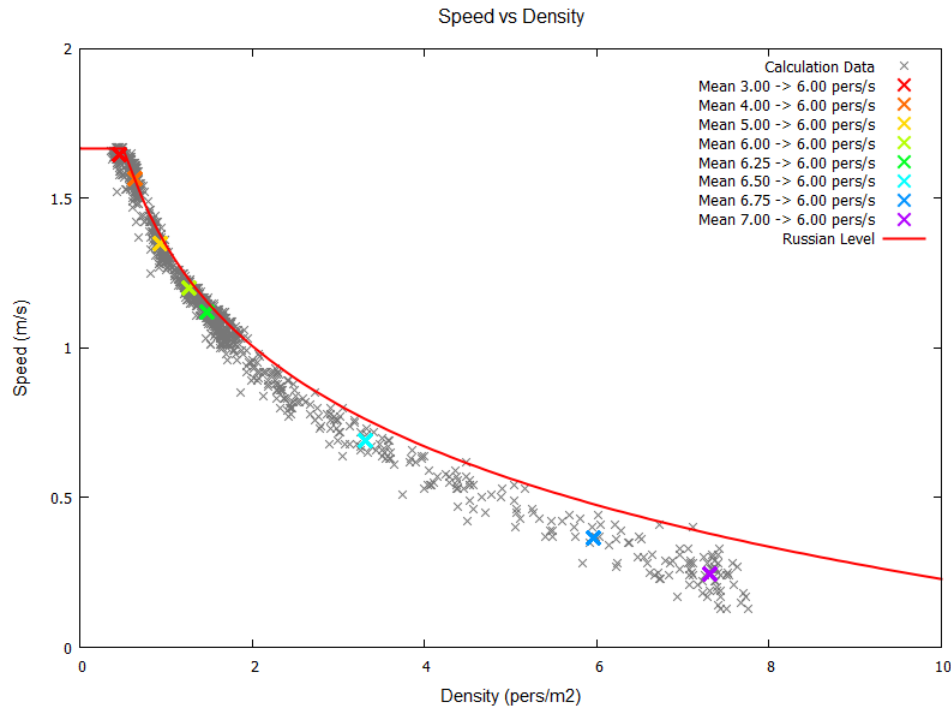


Figure 28: Speed-density results for Russian evacuation simulation, level path.

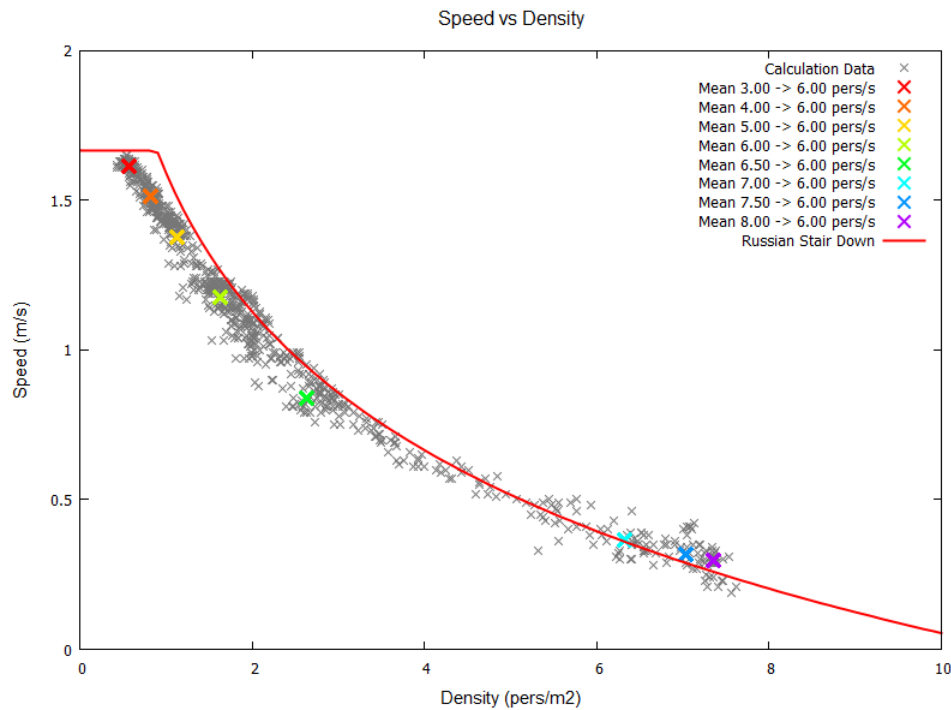


Figure 29: Speed-density results for Russian evacuation simulation, stairs down.

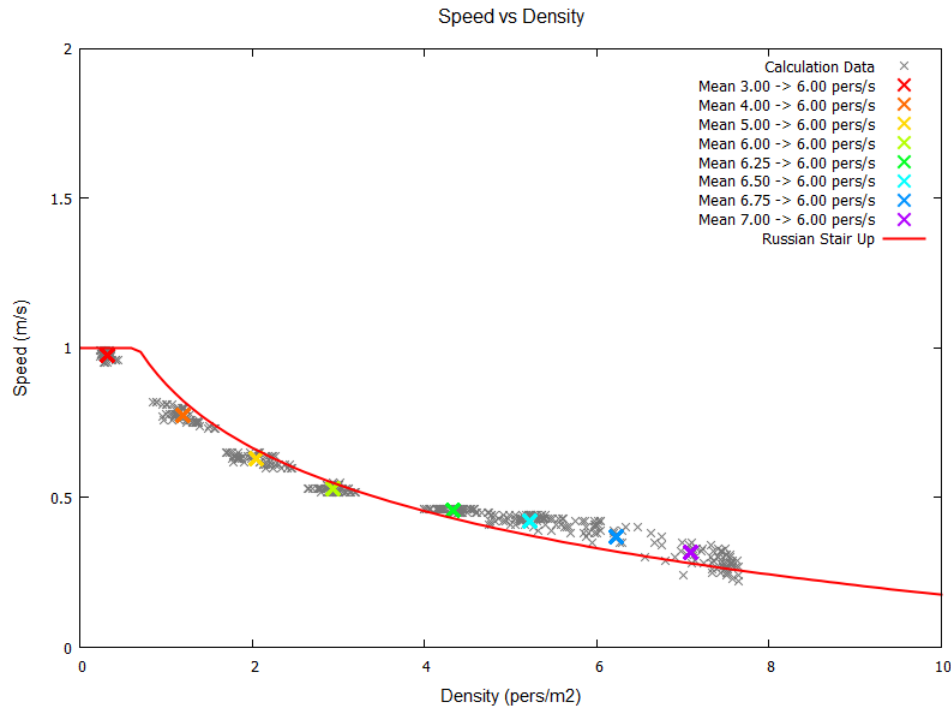


Figure 30: Speed-density results for Russian evacuation simulation, stairs up.

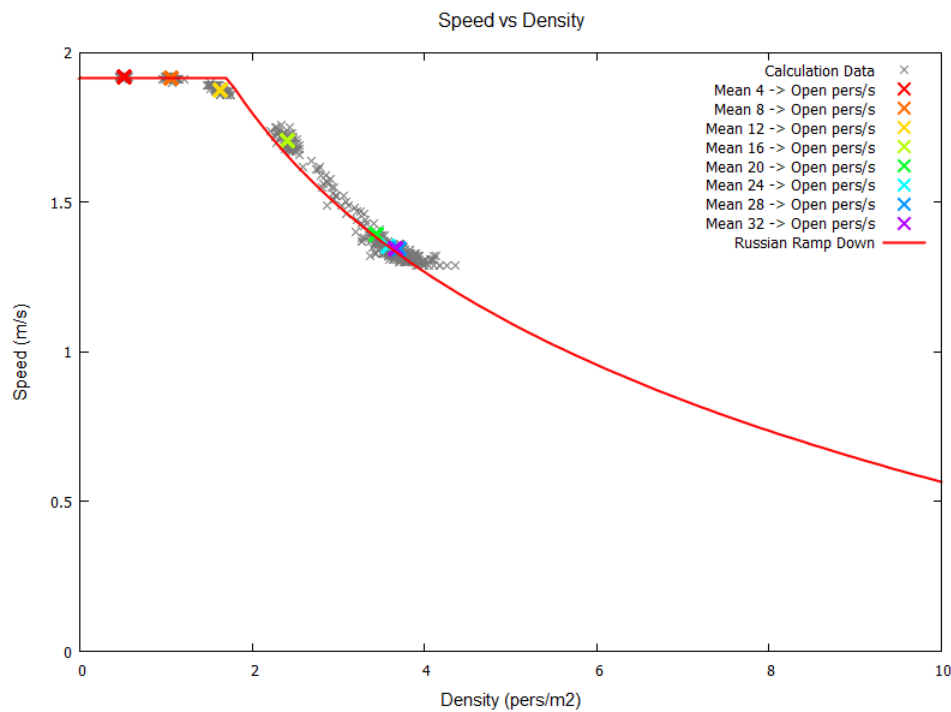
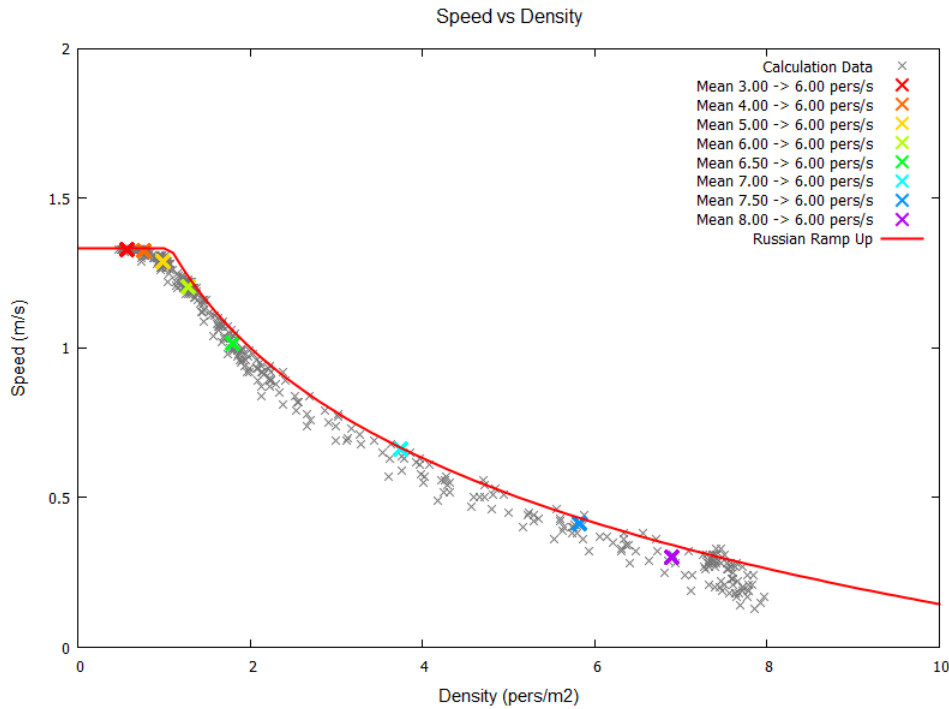


Figure 31: Speed-density results for Russian evacuation simulation, ramp down.



**Figure 32: Speed-density results for Russian evacuation simulation, ramp up.**

### 2.3.4 Analysis

These results show that Pathfinder correctly uses the specified speed-density curves for the five different five path types (level, stairs up, stairs down, ramp up, ramp down). For the ramp down case which has specific flows much higher than possible on level space, the Pathfinder movement algorithm limited the maximum density to about 4 pers/m<sup>2</sup>. Note that 4 pers/m<sup>2</sup> is higher than ever allowed in SFPE calculations.

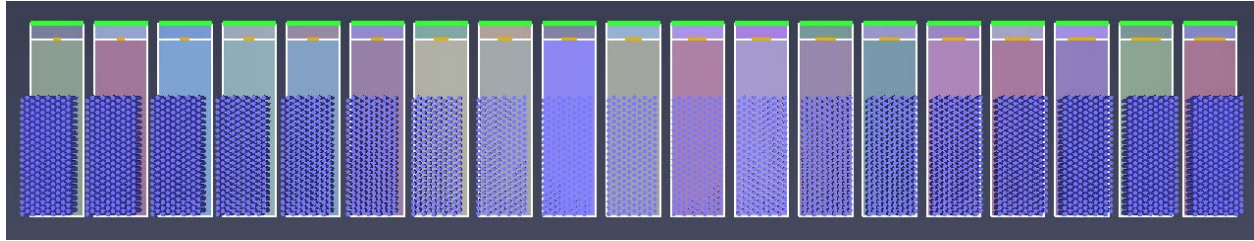
## 2.4 Door Flow Rates

### 2.4.1 Background

This test verifies the Pathfinder door flow rate calculation. In steering mode, the door flow rates are not specified, but are emergent behavior based on the occupant movement. SFPE calculates the door flow rates based on the maximum specific flow of 1.316 pers/s-m. For doors, the specified boundary layer is 0.15 m, so a 1 m wide door is calculated to flow at 0.92 pers/s.

### 2.4.2 Setup Notes

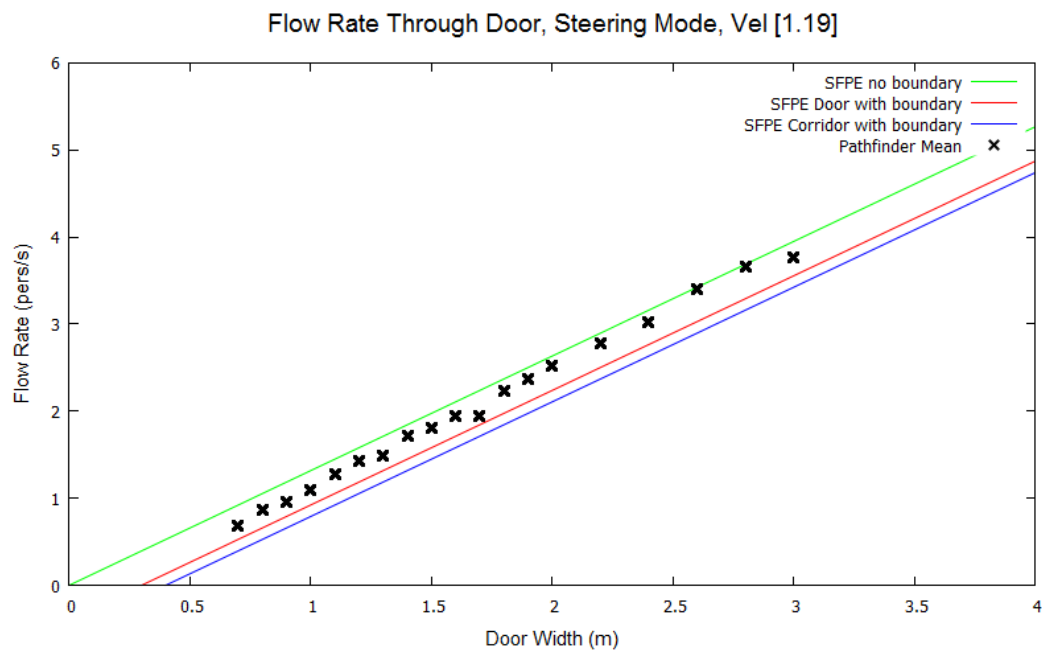
The corresponding Pathfinder model is shown in Figure 33. The door widths range from 0.7 to 3.0 m, with the entry corridor width 5 m. Two Steering Mode cases were run, one with a constant velocity of 1.19 m/s and one with a uniform velocity distribution of  $1.19 \pm 0.25$  m/s. In addition, SFPE mode and Steering+SFPE mode cases were run for a uniform velocity distribution of  $1.19 \pm 0.25$  m/s



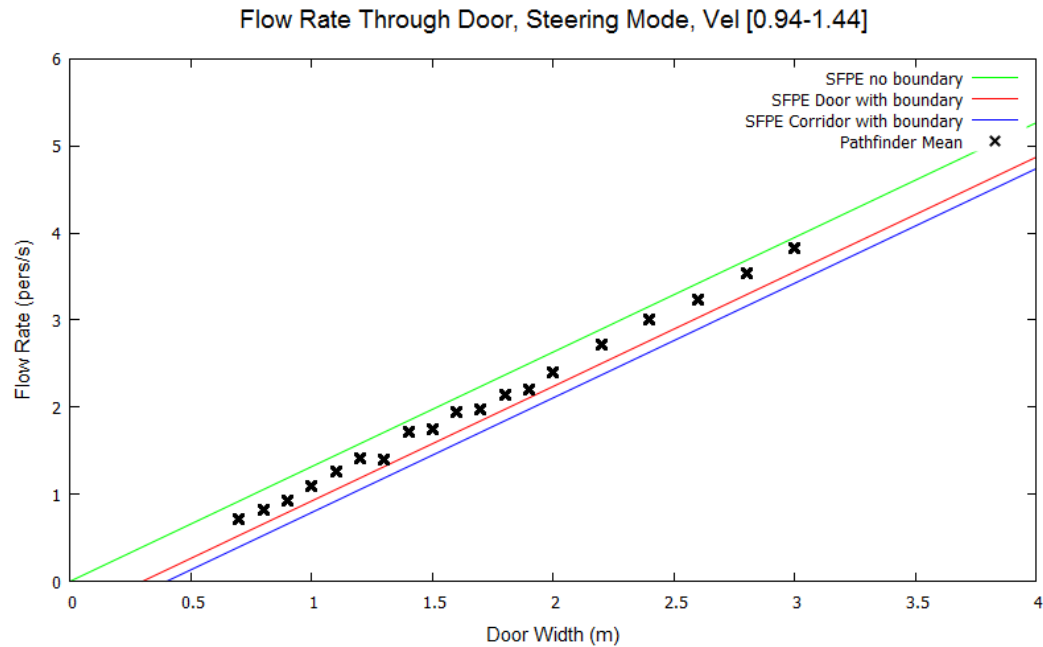
**Figure 33: Pathfinder model used to study door flow rates. The door widths range from 0.7 to 3.0 m. Entry corridor width is 5 m.**

### 2.4.3 Results

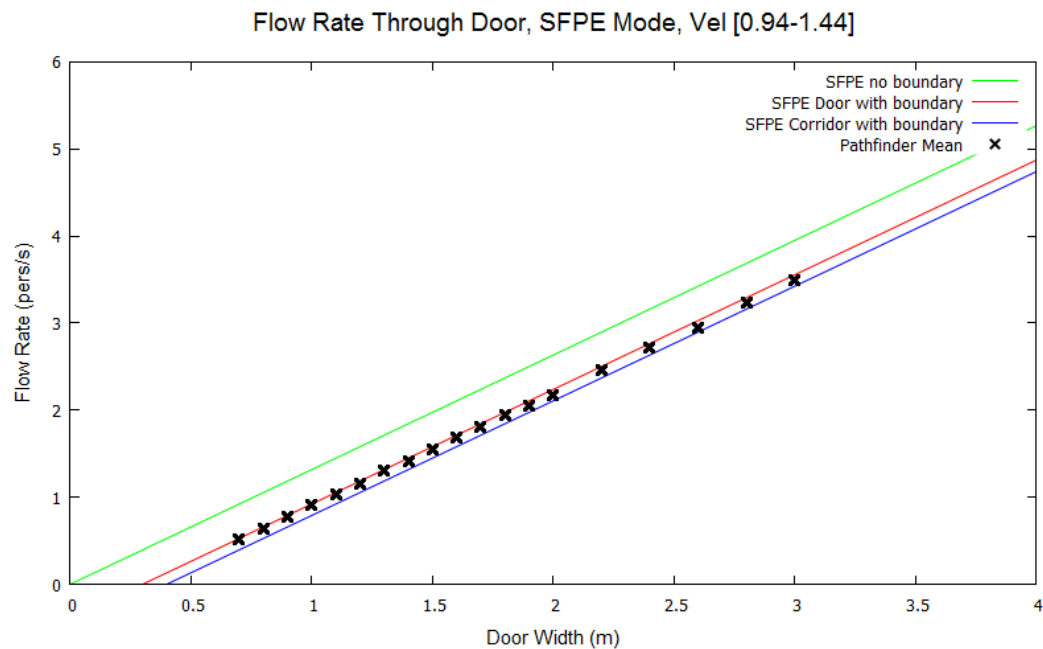
The door flow rates are shown in Figure 34 through Figure 37. This data has been averaged over the time periods where the different doors have attained “steady state” flow. For comparison, the red lines show the SFPE flow rate for the door width and a 0.15 m boundary.



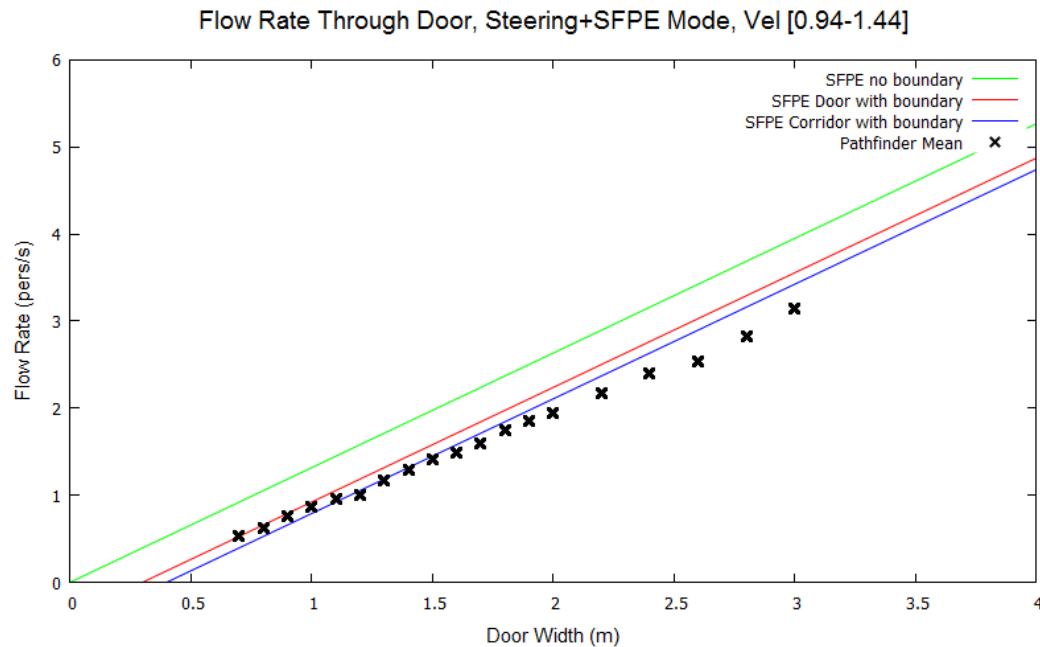
**Figure 34: Door flow rates for Steering mode and occupants with a max speed of 1.19 m/s.**



**Figure 35: Door flow rates for Steering mode and occupants with a max speed distribution of  $1.19 \pm 0.25$  m/s.**



**Figure 36: Door flow rates for SFPE mode and occupants with a max speed distribution of  $1.19 \pm 0.25$  m/s.**



**Figure 37: Door flow rates for Steering+SFPE mode and occupants with a max speed distribution of  $1.19 \pm 0.25$  m/s.**

#### 2.4.4 Analysis

The Pathfinder Steering mode calculations give slightly higher door flow rates than predicted using the SFPE calculations. The Pathfinder SFPE mode results are essentially identical to the SFPE predictions. The Steering+SFPE mode results are somewhat lower than the SFPE predictions.

The predictions are satisfactory.

## 2.5 Corridor Flow Rates

### 2.5.1 Background

This test is similar to the door flow rate verification, but examines flow rates through corridors for which SFPE species a 0.2 m boundary layer (a 1 m corridor has a 0.79 pers/s flow rate). It also tests the sensitivity of Pathfinder to the width of the entry shoulder on each side of the corridor.

### 2.5.2 Setup Notes

The Pathfinder models are shown in Figure 38 and Figure 39. The corridor widths are 1 and 3 m and the shoulder widths range from zero to 2 m. Steering Mode cases were run, one with a constant velocity of 1.19 m/s and one with a uniform velocity distribution of  $1.19 \pm 0.25$  m/s. In addition, SFPE mode and Steering+SFPE mode cases were run for a uniform velocity distribution of  $1.19 \pm 0.25$  m/s.

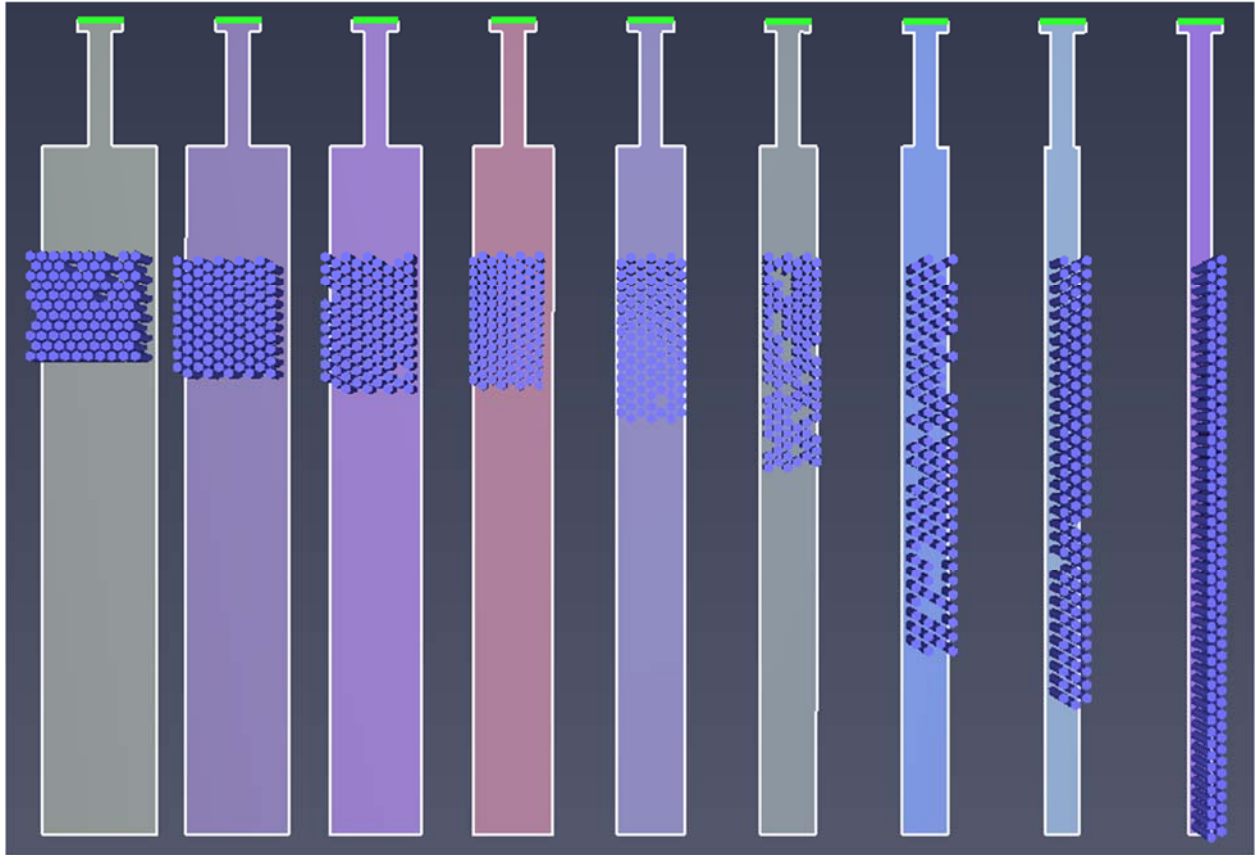


Figure 38: Pathfinder model used to study corridor flow rates. The corridor width is 1 m and the entry shoulders vary from 0 to 2 m.

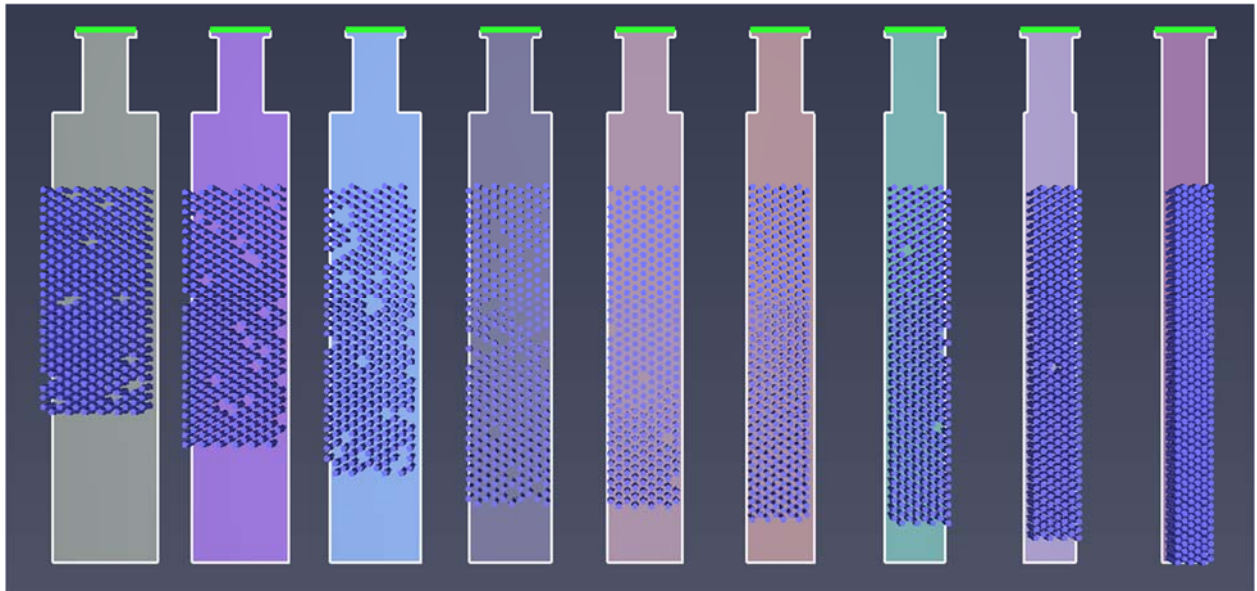
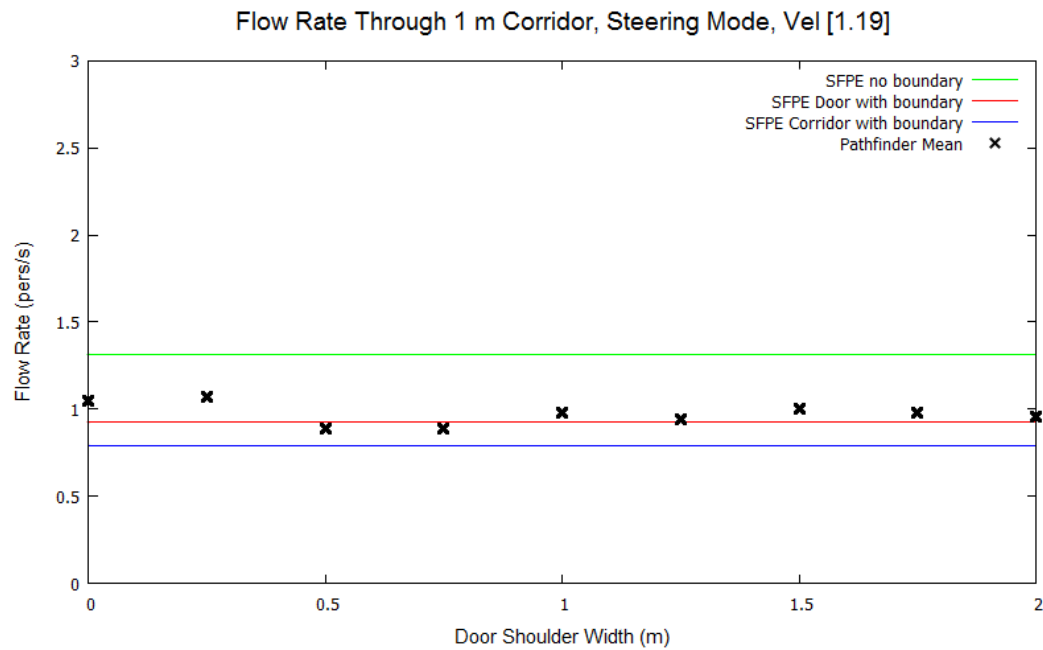


Figure 39: Pathfinder model used to study corridor flow rates. The corridor width is 3 m and the entry shoulders vary from 0 to 2 m.

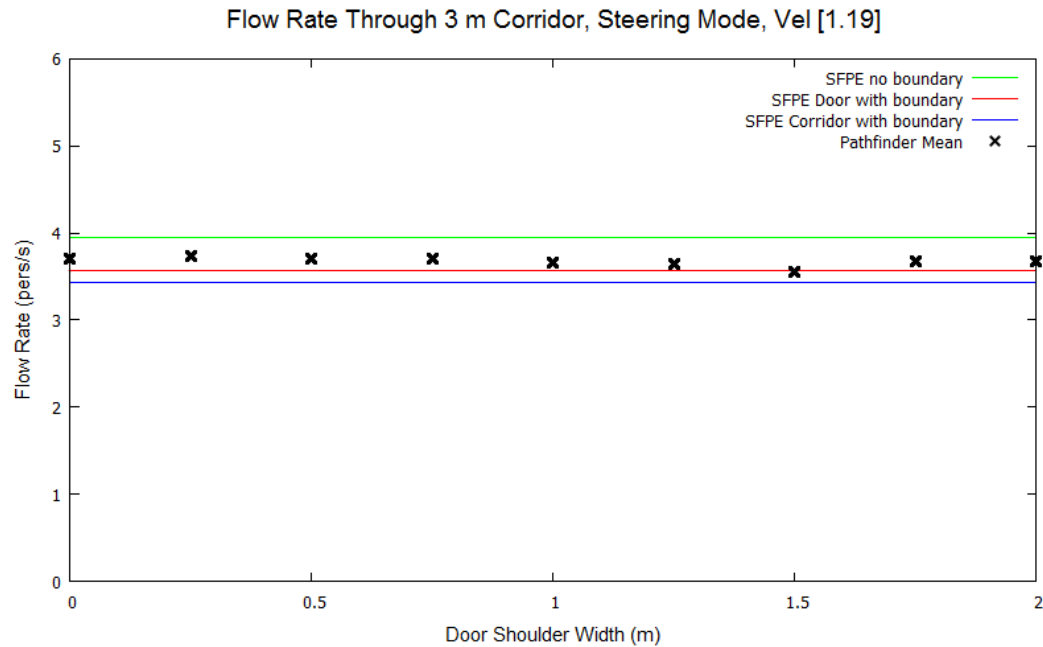
### 2.5.3 Results

The corridor flow rates are shown in Figure 40 through Figure 47. This data has been averaged over the time periods where the different doors have attained “steady state” flow. For comparison, the blue lines show the SFPE corridor flow rate.

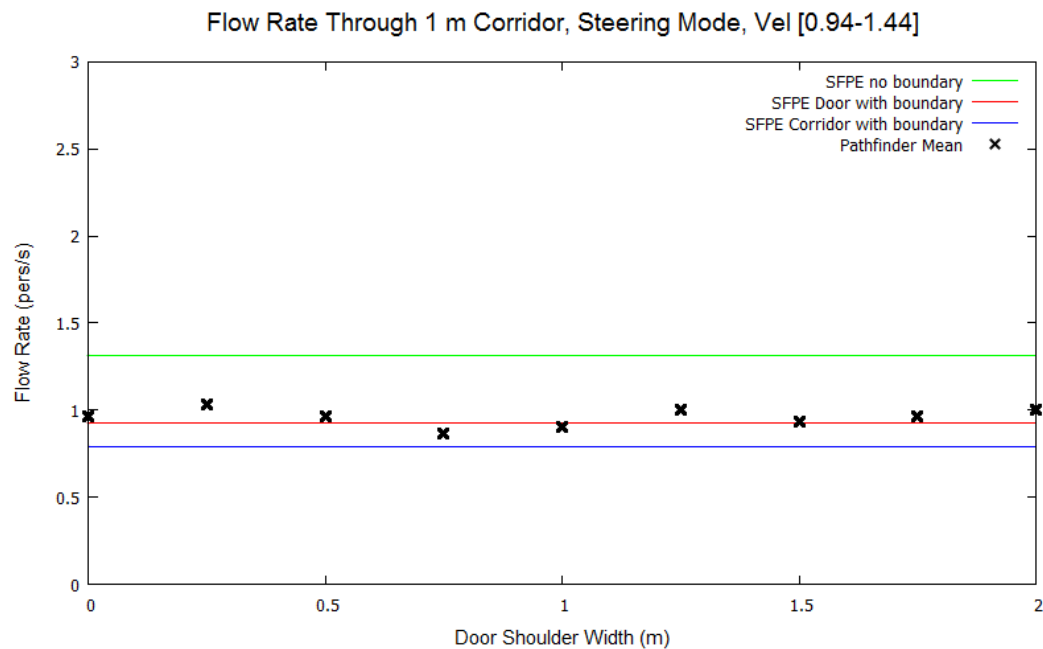


**Figure 40: Corridor flow rates for 1 m corridor in Steering Mode with varying entry shoulder widths. Occupants have a constant max speed of 1.19 m/s.**

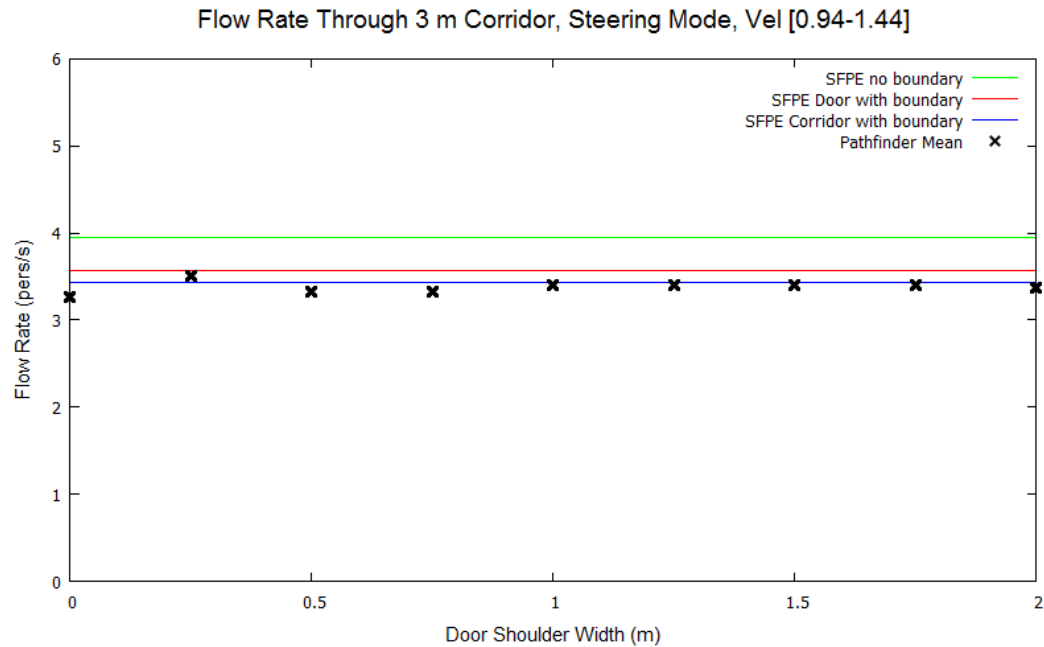




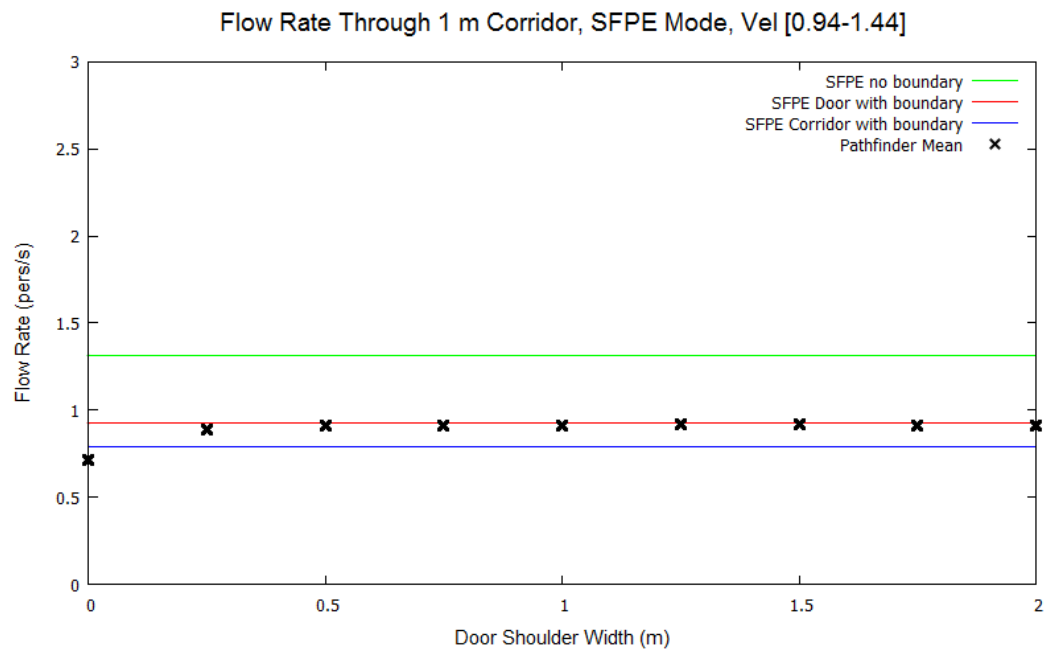
**Figure 41: Corridor flow rates for 3 m corridor in Steering Mode with varying entry shoulder widths. Occupants have a constant max speed of 1.19 m/s.**



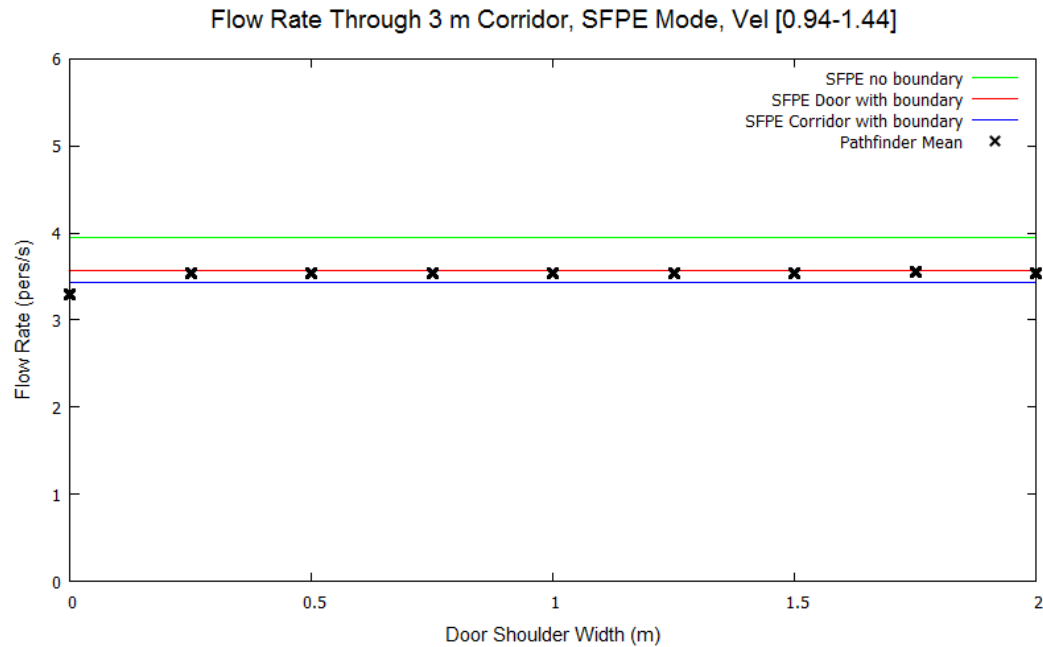
**Figure 42: Corridor flow rates for 1 m corridor in Steering Mode with varying entry shoulder widths. Occupants have a max speed distribution of  $1.19 \pm 0.25$  m/s.**



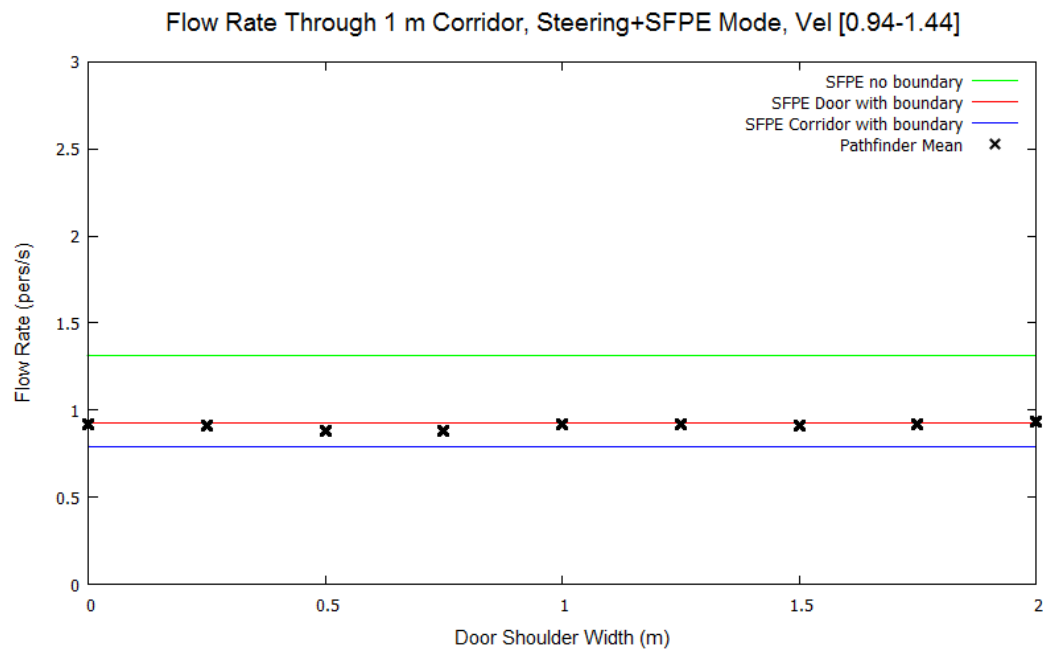
**Figure 43: Corridor flow rates for 3 m corridor in Steering Mode with varying entry shoulder widths. Occupants have a max speed distribution of  $1.19 \pm 0.25$  m/s.**



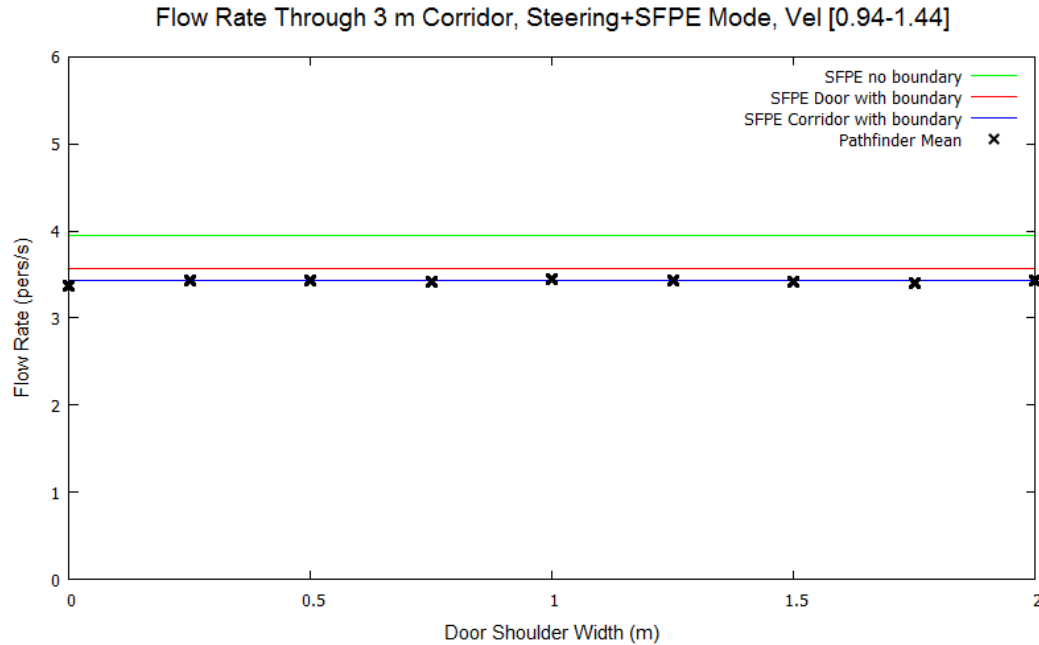
**Figure 44: Corridor flow rates for 1 m corridor in SFPE Mode with varying entry shoulder widths. Occupants have a max speed distribution of  $1.19 \pm 0.25$  m/s.**



**Figure 45: Corridor flow rates for 3 m corridor in SFPE Mode with varying entry shoulder widths. Occupants have a max speed distribution of  $1.19 \pm 0.25$  m/s.**



**Figure 46: Corridor flow rates for 1 m corridor in Steering+SFPE Mode with varying entry shoulder widths. Occupants have a max speed distribution of  $1.19 \pm 0.25$  m/s.**



**Figure 47: Corridor flow rates for 3 m corridor in Steering+SFPE Mode with varying entry shoulder widths. Occupants have a max speed distribution of  $1.19 \pm 0.25$  m/s.**

### 2.5.4 Analysis

For the 1 m wide corridor, the Pathfinder calculations give slightly higher flow rates than predicted using the SFPE calculations. For the 3 m door, the flow rates are nearly identical to the SFPE calculations. The results are not sensitive to the width of the entry shoulder.

For SFPE mode, the corridor width does not affect the calculation, so the flow rates are controlled primarily by the exit door flow rate. Also for SFPE mode, when the corridor is the same width as the entry room, the density in the corridor/entry room slows the walking speed so the zero shoulder width cases show slightly lower flow rates.

The correlation between the Pathfinder calculations and the expected flow rates is satisfactory.

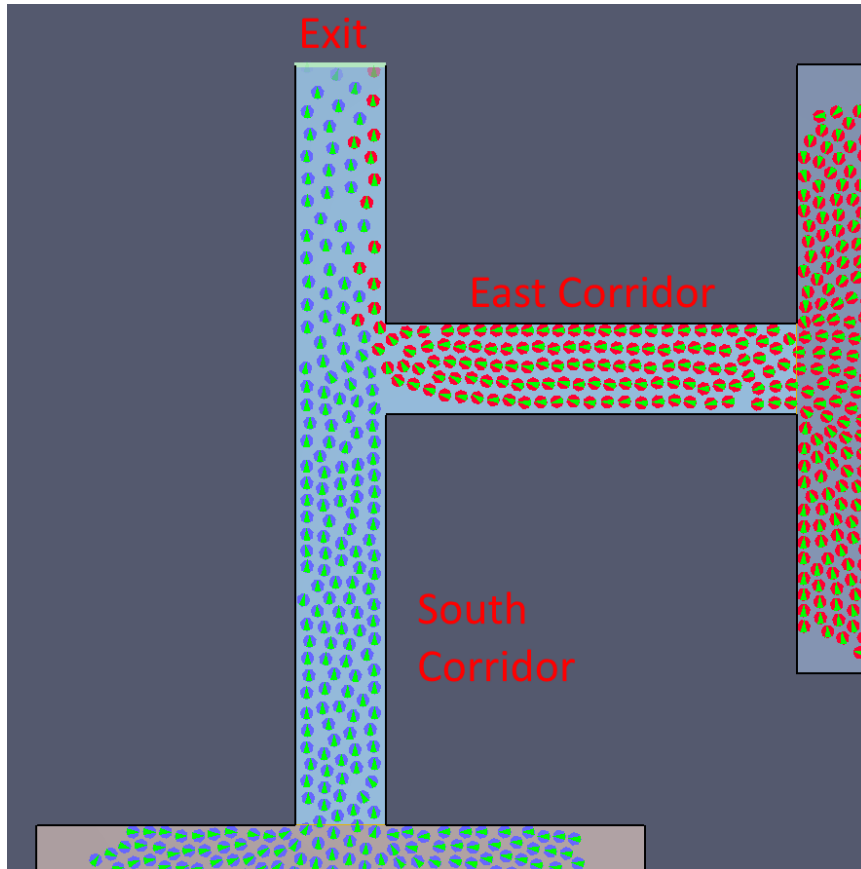
## 2.6 Corridor Merging

### 2.6.1 Background

This test expands a corridor merging problem discussed by Galea et al., 2008. The problem consists of two flow streams meeting at a junction and continuing on to the exit. We add a variation in corridor width to the original Galea problem. We also add a T-junction geometry as described by Zhang et al., 2012.

### 2.6.2 Setup Notes

Figure 48 shows the Galea (“adjacent”) geometry and typical merging behavior for a 3 m wide corridor. Figure 49 shows the T-junction (“opposite”) geometry model with typical merging behavior. For both geometries we also solve for 1 m wide corridors.



**Figure 48: Model for merging at a corridor junction. Called an “adjacent’ geometry.**

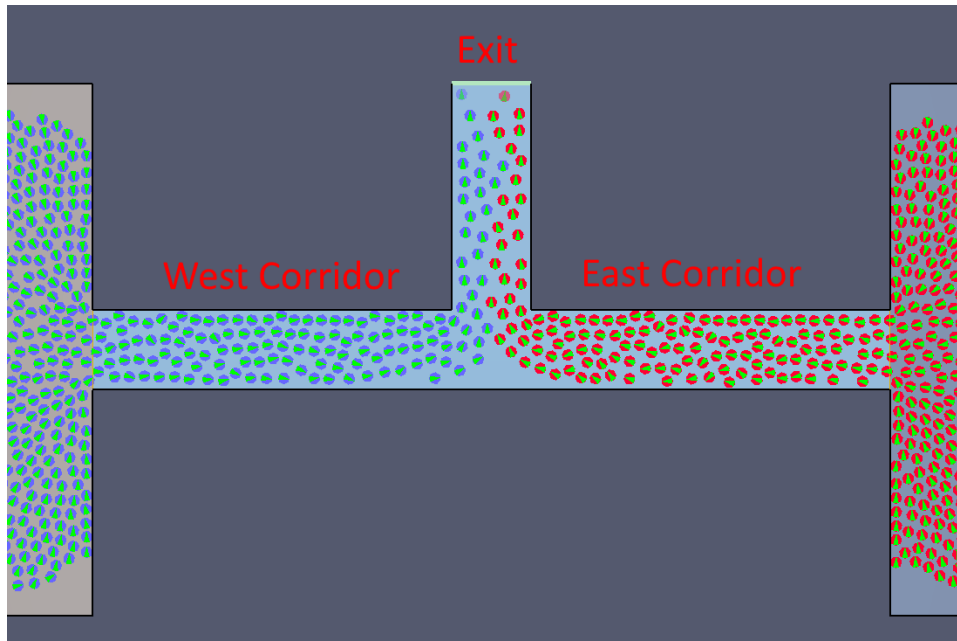


Figure 49: The geometry of a T-junction, called an "opposite" geometry.

### 2.6.3 Results

The merging ratios and exit flow rates for the adjacent geometry are shown in Figure 50. These were calculated after the door flow rates had reached “steady state” values. Figure 51 shows the same results for the “opposite” geometry.

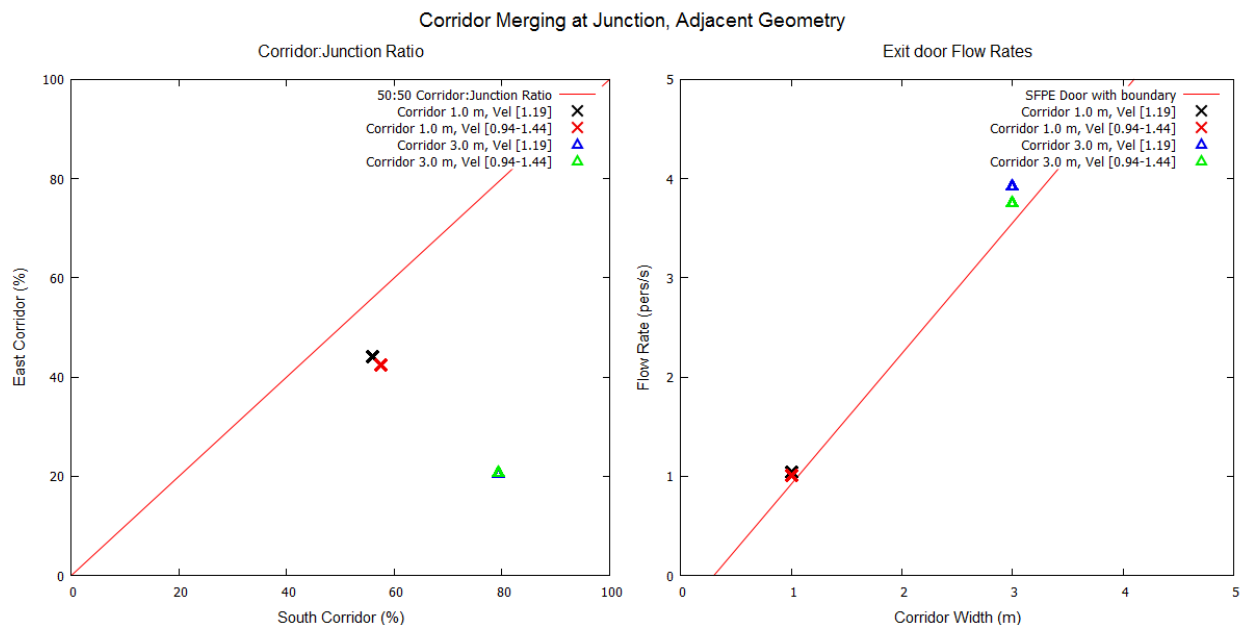
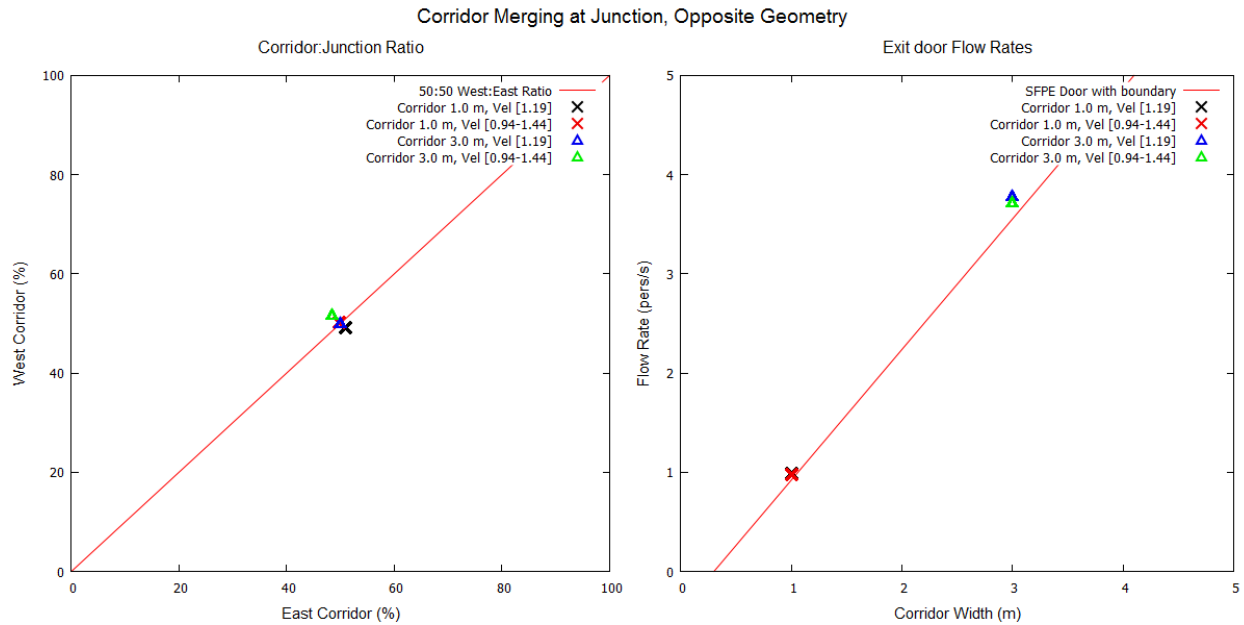


Figure 50: Merging ratios and exit door flow rates for merging at a corridor junction with “adjacent” configuration.



**Figure 51: Merging ratios and exit door flow rates for merging at a corridor junction with "opposite" configuration.**

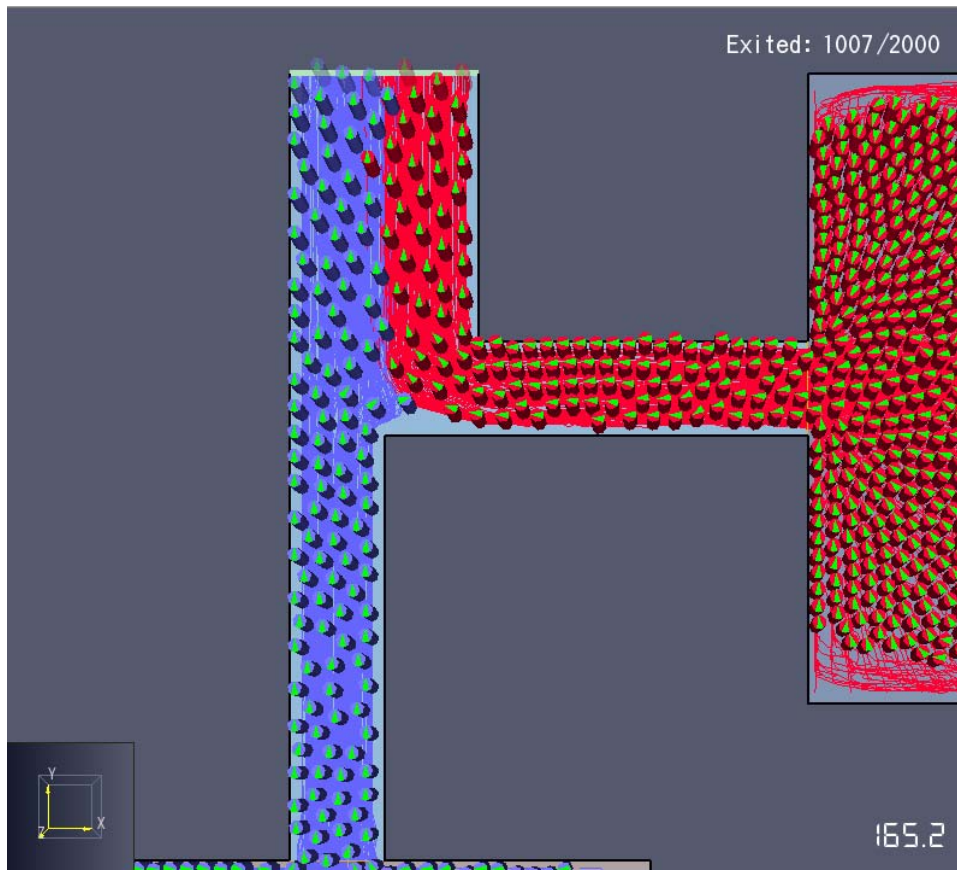
## 2.6.4 Analysis

In all cases for the "opposite" geometry, the merging flows are balanced with 50:50 ratios. This matches the Zhang et al. (2012) experimental results.

The "adjacent" geometry case is more interesting. For a 1 m corridor, the merging ratios slightly favor the south (straight) corridor flow (approximately 50:50). However, for the wider 3 m corridor, the south (straight) corridor flow strongly dominates the merging behavior (approximately 80:20). The Galea et al. (2008) paper examines the effects of different occupant "drives" on merging, but does not examine the effect of different corridor geometry.

To satisfy curiosity, we increased the width of the downstream corridor for the "adjacent" case. This resulted in nearly equal flow from the two streams, Figure 52.

The Pathfinder results are satisfactory.

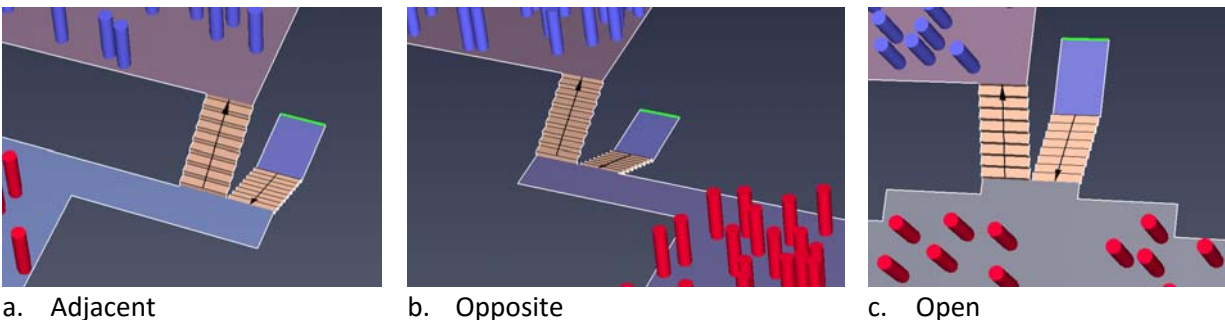


**Figure 52: Flow paths for "adjacent" geometry configuration, but with a wider corridor downstream of the merge point.**

## 2.7 Stairway Merging

### 2.7.1 Background

This test expands the stair merging problem discussed by Galea et al., 2008. The paper categorizes two stair merging geometries: "adjacent" and "opposite" defined by how the floor occupants merge at the landing relative to the occupants descending the stairs (Figure 53). We have added a third "open" geometry in which the floor has direct access to the exit stair.



a. Adjacent

b. Opposite

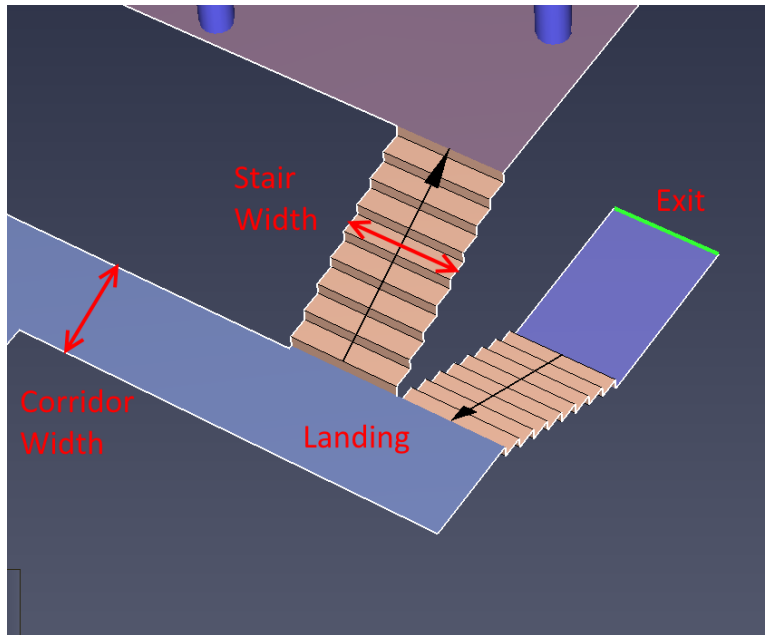
c. Open

**Figure 53: Categorization of stair merging geometries. The arrows indicate the "up" direction on the stairs, not the flow direction.**



### 2.7.2 Setup Notes

The width of the stairs was 1.5 m and solutions were made for corridor widths of 1.0 and 1.45 m (Figure 54). The first floor is at  $Z = 1.6$  m and the second at  $Z = 3.2$  m. The rise/run of the stairs is approximately 7/11 with a total stair length of 2.97 m. For this stair, the SFPE guidelines give a speed that is 77% of the free walking speed.

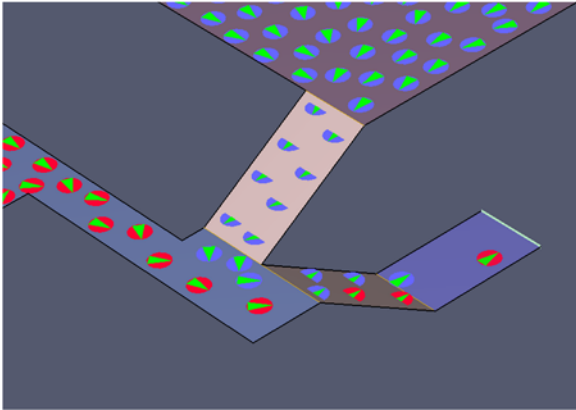


**Figure 54: Stair merging geometry. The arrows indicate the “up” direction on the stairs, not the flow direction.**

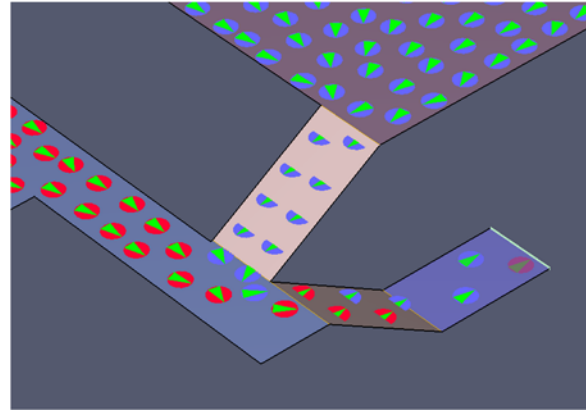
### 2.7.3 Results

Typical results for the merging behavior for the adjacent geometry with corridor widths of 1.0 and 1.45 m are shown in Figure 55. For the default occupant dimensions, the 1.0 m narrow corridor requires a “staggered” walking pattern while the wider corridor enables “side by side” walking. As a result, the floor flow is more dominant for the wider entry corridor.

The merging ratios and exit flow rates for all cases are shown in Figure 57 and Figure 58. In the “open” geometry, the floor flow dominates the merging behavior.

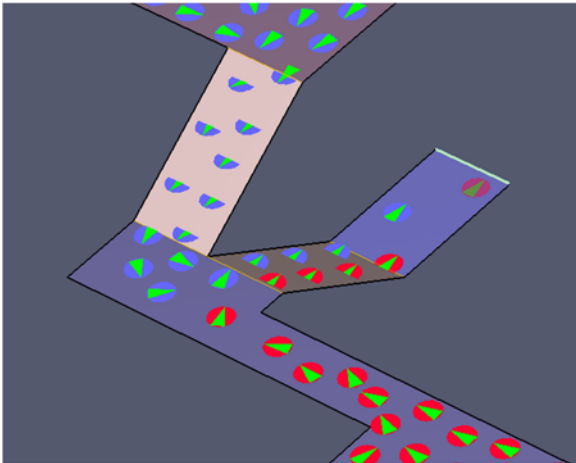


a. 1.0 m wide corridor entry

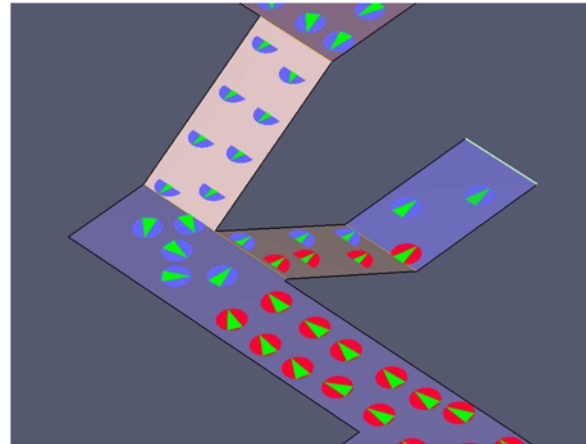


b. 1.45 m wide corridor entry

**Figure 55: Typical merging behavior for the “adjacent” configuration with 1.19 m/s occupant speed and different corridor entry widths.**

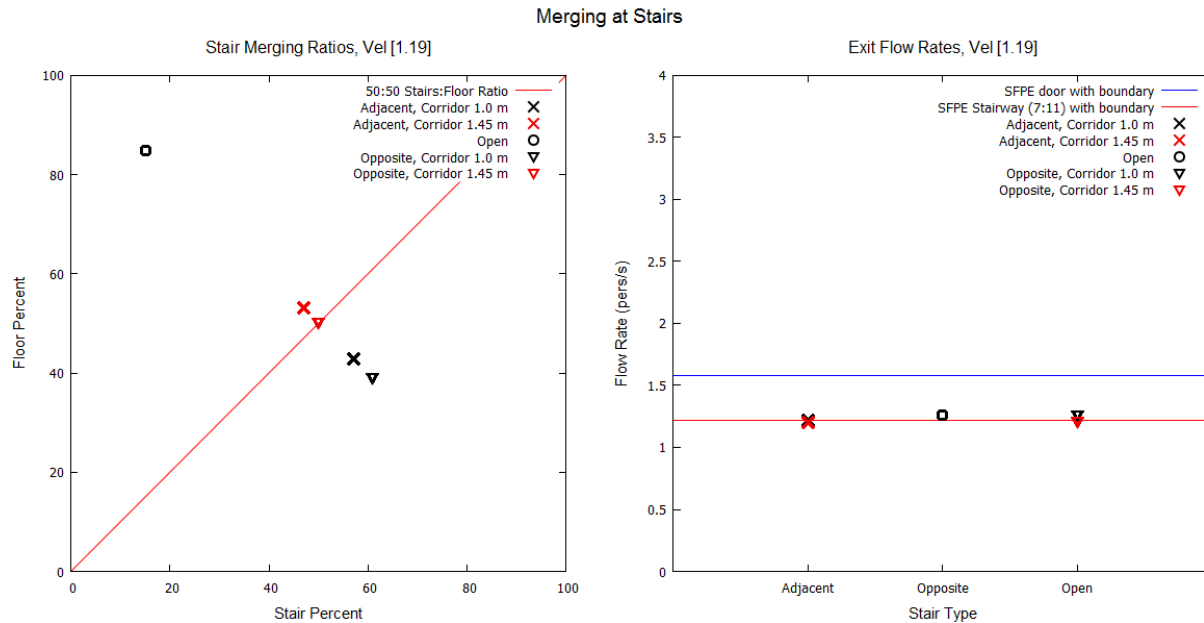


c. 1.0 m wide corridor entry

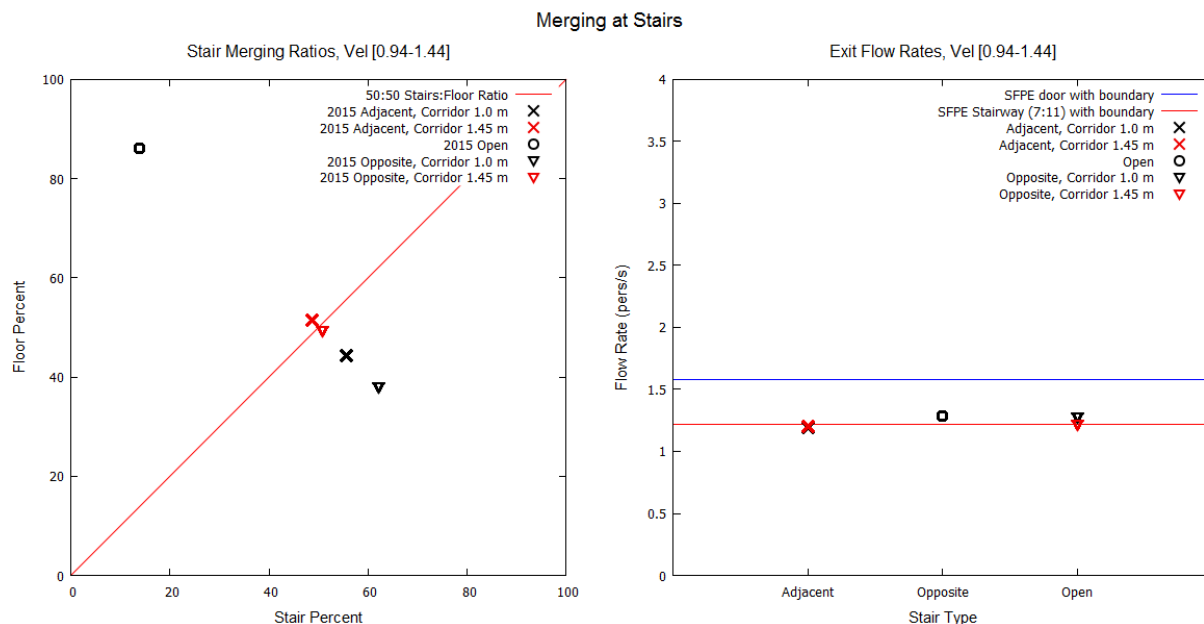


d. 1.45 m wide corridor entry

**Figure 56: Typical merging behavior for the “opposite” configuration with 1.19 m/s occupant speed and different corridor entry widths.**



**Figure 57: Merging ratios and exit flow rates for stair merging with a constant maximum occupant speed of 1.19 m/s.**



**Figure 58: Merging ratios and exit flow rates for stair merging with a uniformly distributed maximum occupant speed of  $1.19 \pm 0.25$  m/s.**

### 2.7.4 Analysis

The calculated merging ratios fall within the range of experimental data summarized by Galea et al., 2008. The results match a general trend discussed by Galea et al. for the “opposite” geometry to favor floor merging over the “adjacent” geometry. This would appear to be related to congestion that forms at the landing. For the “adjacent” geometry both streams must merge and then proceed to the landing

leading to the exit. For the “opposite” case the two streams approach the exit stair in an approximately symmetric pattern, similar to the T-junction case for corridor merging discussed above.

However, it should be noted that Boyce et al. state: “The results indicate that, despite differences in the geometrical location of the door in relation to the stair and the relative stair/door width, the merging was approximately 50:50 across the duration of the merge period in each of the buildings studied.” Their experiments noted how individual behavior could change the merge ratios.

The exit flow rates are controlled by the stair flow rate, not the exit door capacity.

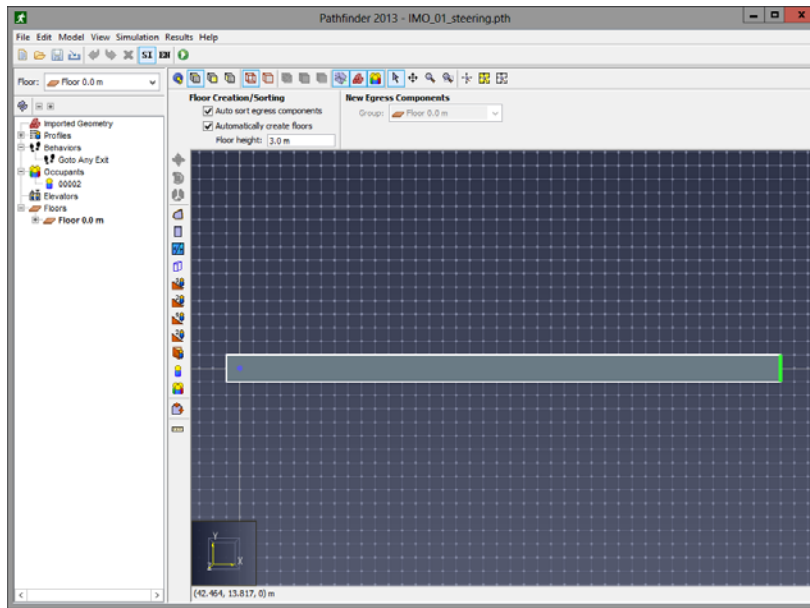
The Pathfinder results are satisfactory.

## 3 IMO Tests

This section presents test cases described in Annex 3 of IMO 1238 (International Maritime Organization 2007).

### 3.1 Movement Speed (IMO\_01)

This test case verifies movement speed in a corridor for a single occupant. The test case is based on *Test 1* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case describes a corridor 2 meters wide and 40 meters long containing a single occupant. The occupant must walk across the corridor and exit. The occupant's walking speed is 1.0 m/s.



**Figure 59: IMO\_01 problem setup.**

#### 3.1.1 Setup Notes

Since Pathfinder tracks occupant location by the center point, the navigation mesh was extended 0.5 meters behind the occupant to allow space for the back half of the occupant when standing exactly 40 meters from the exit.

#### 3.1.2 Expected Results

SFPE mode should give an exit time of 40.0 seconds.

Steering mode uses inertia and we need to account for the time it takes to accelerate to 1.0 m/s. Occupants in Pathfinder can accelerate to maximum speed in 1.1 s. From  $d_1 = 0.5 * (v_1 - v_0) * t_1$  we know that with  $v_0 = 0.0 \text{ m/s}$ ,  $v_1 = 1.0 \text{ m/s}$ , at  $t=1.1 \text{ s}$  the occupant will have travelled 0.55 m. The remaining 39.45 meters will be covered at 1.0 m/s. Thus, steering mode should give an exit time of 40.55 seconds.

### 3.1.3 Results

The following table shows the time to exit in each tested mode.

Mode	Time
Steering	40.5
Steering+SFPE	40.5
SFPE	40.0

### 3.1.4 Analysis

All test cases were successful.

## 3.2 Stairway Speed, Up (IMO\_02)

This test verifies movement speed up a stairway for a single occupant. The test case is based on *Test 2* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case describes a stairway 2 meters wide and 10 meters long (along the incline). A single occupant with a maximum walking speed of 1.0 m/s begins at the base of the stairway and walks up to the exit. This example uses 7"x11" stairs.

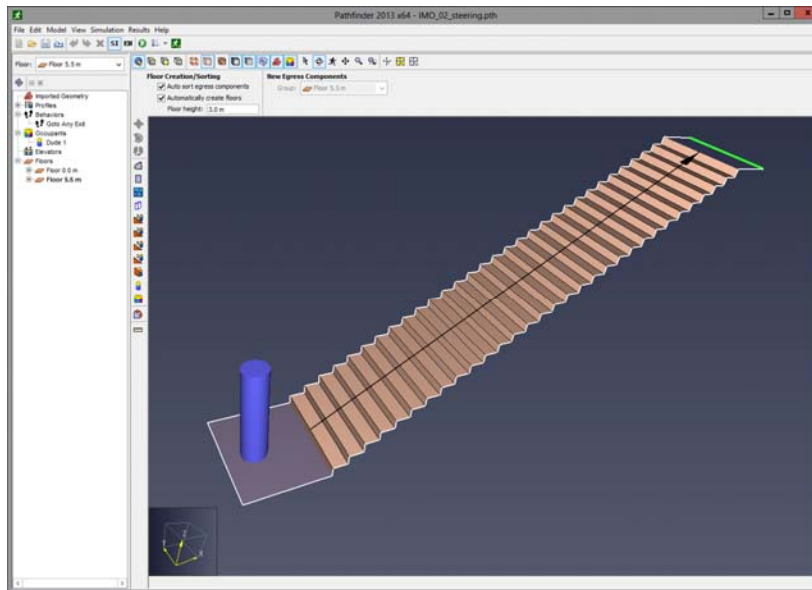


Figure 60: IMO\_02 problem setup.

### 3.2.1 Setup Notes

The occupant was positioned on a lower landing at a distance 1.0 m from the staircase. For the steering mode this allows the occupant enough distance to accelerate to full speed before reaching the stairway. Pathfinder summary file reports the time of the first person entering a stairway and the time the last person leaves, so this provides an accurate measure of time on the stairs for a single occupant.

### 3.2.2 Expected Results

The occupant is given a base maximum speed of 1.0 m/s. The default Pathfinder assumption is to use the SFPE stair speed factors. This speed reduction will be used in all modes with the scaling factor based on the slope of the stairway. Using the velocity equations presented in the Pathfinder Technical Reference, this scale factor will be  $(0.918 \text{ m/s}) / (1.19 \text{ m/s}) = 0.77$ . This makes the effective stairway speed of the occupant  $(1.0 \text{ m/s}) * 0.77 = 0.77 \text{ m/s}$ . Based on this speed, the results for all modes should be the same at 12.99 s.

### 3.2.3 Results

The following table shows the time to ascend the staircase in each tested mode.

Mode	Time
Steering	13.0
Steering+SFPE	13.1
SFPE	12.9

### 3.2.4 Analysis

All test results are within the reported precision.

## 3.3 Stairway Speed, Down (IMO\_03)

This test case verifies movement speed down a stairway for a single occupant. The test case is based on *Test 3* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case describes a stairway 2 meters wide and 10 meters long (along the incline). A single occupant with a maximum walking speed of 1.0 m/s begins at the top of the stairway and walks down to the exit. This example uses 7"x11" stairs.

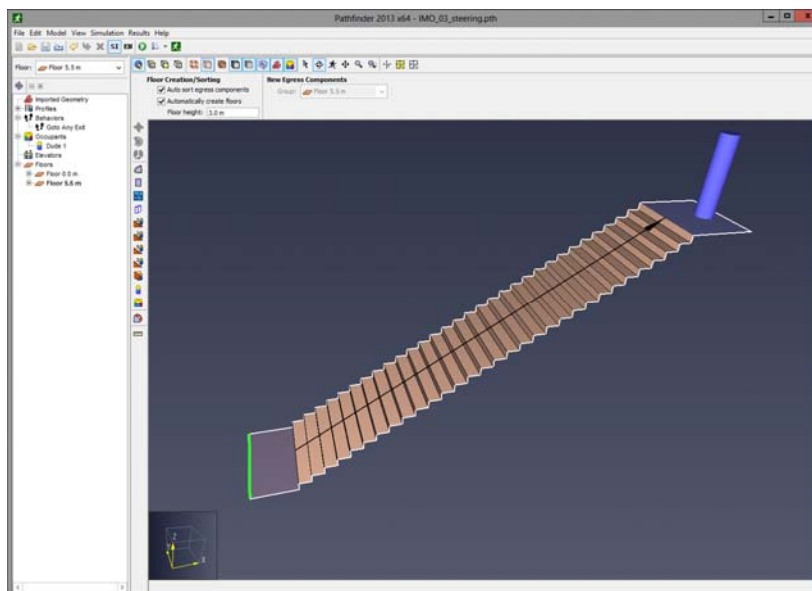


Figure 61: IMO\_03 problem setup.

### 3.3.1 Setup Notes

The occupant was positioned on the upper landing at a distance 1.0 m from the staircase. For the steering mode this allows the occupant enough distance to accelerate to full speed before reaching the stairway. The length between the occupant's center starting position and the bottom of the staircase is slightly less than 10.0 m, since at the top of the stairs an occupant must allow for the door tolerance.

### 3.3.2 Expected Results

The occupant is given a base maximum speed of 1.0 m/s. The default Pathfinder assumption is to use the SFPE stair speed factors. This speed reduction will be used in all modes with the scaling factor based on the slope of the stairway. Using the velocity equations presented in the Pathfinder Technical Reference, this scale factor will be  $(0.918 \text{ m/s}) / (1.19 \text{ m/s}) = 0.77$ . This makes the effective stairway speed of the occupant  $(1.0 \text{ m/s}) * 0.77 = 0.77 \text{ m/s}$ . Based on this speed, the results for all modes should be the same at 12.99 s.

### 3.3.3 Results

The following table shows the time to descend the staircase in each tested mode.

Mode	Time
Steering	13.0
Steering+SFPE	13.0
SFPE	13.0

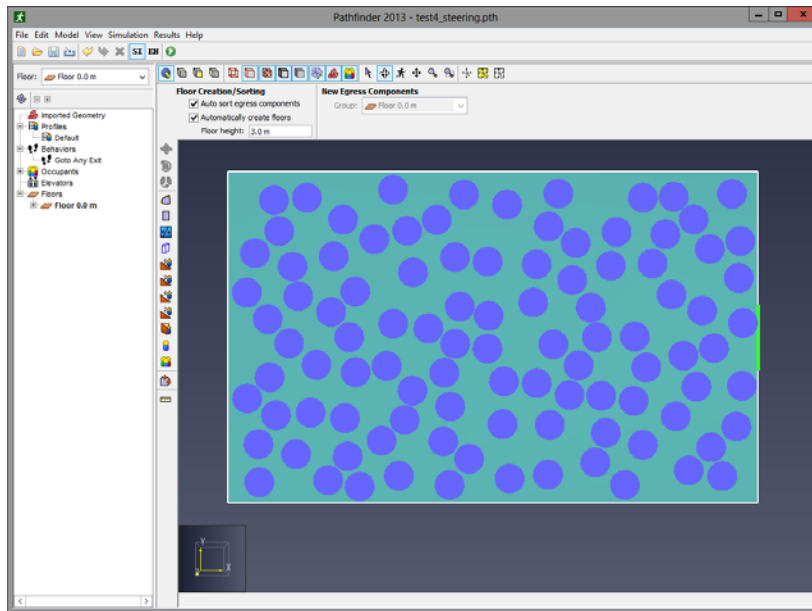
### 3.3.4 Analysis

All test results are within an acceptable margin of error.

## 3.4 Door Flow Rates (IMO\_04)

This case verifies the flow rate limits imposed by doorways in the SFPE modes. Results from the steering mode are included for comparison. The test case is based on *Test 4* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case describes a room 8 meters by 5 meters with a 1 meter exit centered on the 5 meter wall. The room is populated by 100 occupants with the expectation that the average flow rate over the entire period does not exceed 1.33 persons per second.





**Figure 62: IMO\_04 problem setup.**

### 3.4.1 Setup Notes

Flow rate is measured using the simulation summary data. This average flow rate is defined as the number of occupants to pass through a door divided by the amount of time the door was "active." A door is considered to be active after the first occupant has reached the door and is no longer active when the last occupant has cleared the door.

Following SFPE guidelines, the boundary layer for the SFPE mode simulations was 0.15 m. The boundary layer is not used in steering mode simulations (the full 1.0 m door width is always used). For the SFPE mode, the expected door flow rate is 0.92 pers/s when a 15 cm boundary is included.

### 3.4.2 Expected Results

The maximum observed flow rate should be less than 1.33 persons per second.

### 3.4.3 Results

The following table shows the exit door flow rate observed in each tested mode (zero boundary in SFPE mode). The average is output on the summary report.

Mode	Avg Flow Rate (pers/s)
Steering	1.12
Steering+SFPE	0.90
SFPE	0.93

### 3.4.4 Analysis

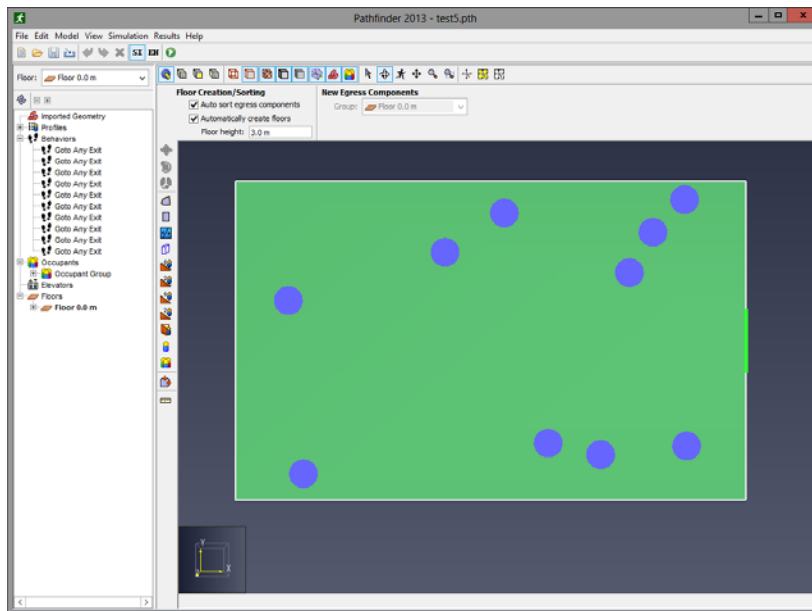
The steering mode does not directly control the flow rate, instead the door flow rate results from the interaction with occupants and the movement algorithm. In general, steering mode tends to result in

faster flow rates through doors. For the SFPE and Steering+SFPE modes, the door flow rates are limited based on SFPE specifications, so they more closely match the SFPE calculation.

All test results are within an acceptable margin of error.

### 3.5 Initial Delay Time (IMO\_05)

This case verifies initial delay (pre-movement) times. The test case is based on *Test 5* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case describes a room 8 meters by 5 meters with a 1 meter exit centered on the 5 meter wall. The room is populated by 10 occupants with uniformly distributed response times ranging from 10 to 100 seconds. Figure 63 shows the initial problem setup. 10 occupants were added to the room at random locations.



**Figure 63: Problem setup for initial movement time verification.**

#### 3.5.1 Setup Notes

Occupants were assigned initial delays between a min=10.0 s and max=100.0 s.

Occupant parameters were not randomized between simulations. This should lead to similar occupant count graphs.

#### 3.5.2 Expected Results

Initial movement times should vary between occupants. This was verified by viewing the results animation. Pathfinder also has the option to output detailed comma-separated files for each occupant.

### 3.5.3 Results

Results for this problem were first verified using the animation. Figure 64 shows the detailed output data for occupant 1, who had an initial delay time of 60 seconds. Movement then begins after 60 seconds and the occupant exits the room at approximately 64 seconds.

t(s)	id	name	active	x(m)	y(m)	z(m)	v(m/s)	distance(	location		
58	0	"00001"	1	4.901	0.895	0	0	0	"Floor 0.0 m->Room00"		
58.5	0	"00001"	1	4.901	0.895	0	0	0	"Floor 0.0 m->Room00"		
59	0	"00001"	1	4.901	0.895	0	0	0	"Floor 0.0 m->Room00"		
59.5	0	"00001"	1	4.901	0.895	0	0	0	"Floor 0.0 m->Room00"		
60	0	"00001"	1	4.901	0.895	0	0	0	"Floor 0.0 m->Room00"		
60.5	0	"00001"	1	4.997	0.944	0	0.432	0.108	"Floor 0.0 m->Room00"		
61	0	"00001"	1	5.296	1.094	0	0.886	0.443	"Floor 0.0 m->Room00"		
61.5	0	"00001"	1	5.738	1.317	0	1	0.937	"Floor 0.0 m->Room00"		
62	0	"00001"	1	6.184	1.542	0	1	1.437	"Floor 0.0 m->Room00"		
62.5	0	"00001"	1	6.631	1.767	0	1	1.937	"Floor 0.0 m->Room00"		
63	0	"00001"	1	7.079	1.988	0	1	2.437	"Floor 0.0 m->Room00"		
63.5	0	"00001"	1	7.55	2.156	0	1	2.937	"Floor 0.0 m->Room00"		
64	0	"00001"	1	7.985	2.335	0	0.982	3.411	"Floor 0.0 m->Room00"		
64.5	0	"00001"	0	8.008	2.344	0	0.665	3.436			
65	0	"00001"	0	8.008	2.344	0	0.665	3.436			
65.5	0	"00001"	0	8.008	2.344	0	0.665	3.436			
66	0	"00001"	0	8.008	2.344	0	0.665	3.436			
66.5	0	"00001"	0	8.008	2.344	0	0.665	3.436			
67	0	"00001"	0	8.008	2.344	0	0.665	3.436			

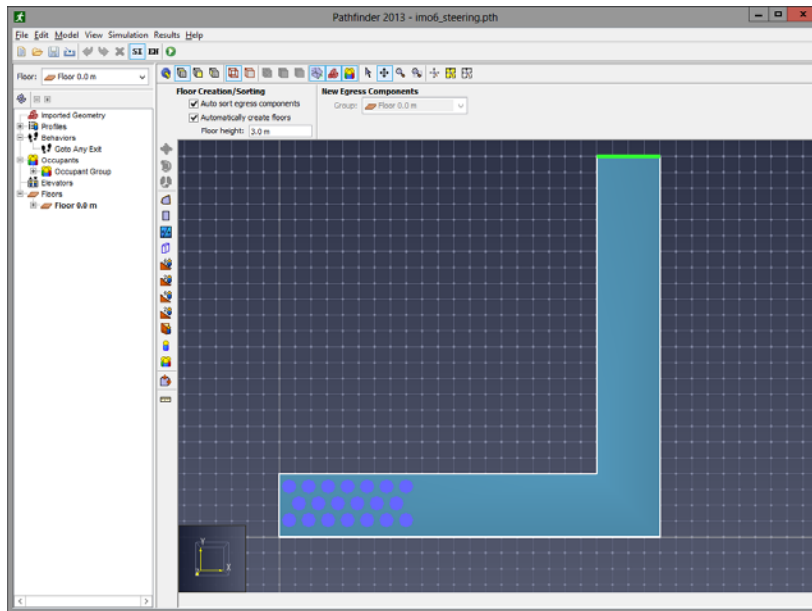
**Figure 64: Output file for occupant 1. This occupant had a delay time of 60 s, so movement is recorded after 60 s.**

### 3.5.4 Analysis

All simulator modes passed the test.

## 3.6 Rounding Corners (IMO\_06)

The test case is based on *Test 6* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case describes 20 occupants navigating a corner in a 2 meter wide corridor. The expected result is that the occupants round the corner without penetrating any model geometry.



**Figure 65: IMO\_06 problem setup**

### *3.6.1 Setup Notes*

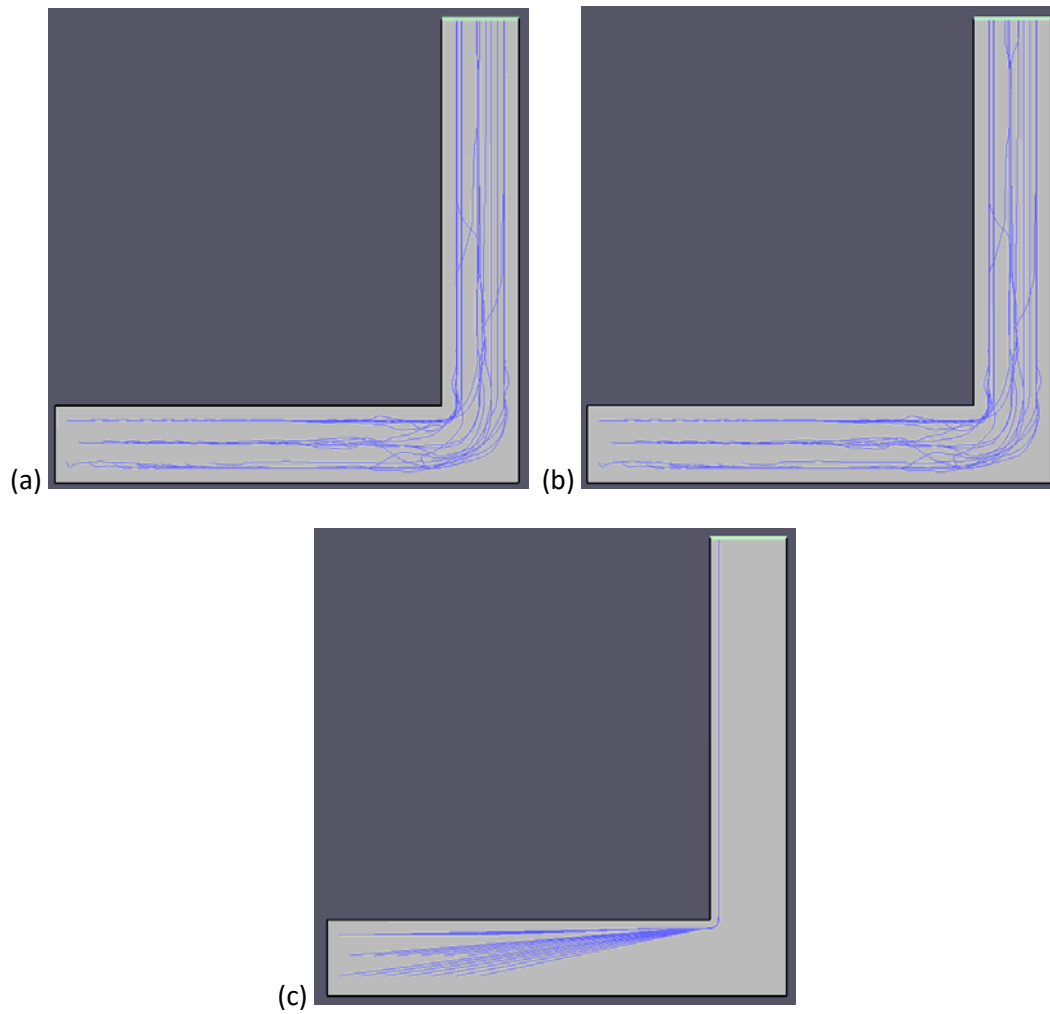
20 persons are uniformly distributed in the first 4 meters of the corridor.

### *3.6.2 Expected Results*

Each occupant should navigate the model while staying inside the model boundaries. For the steering modes the occupants will retain a separation distance, but the SFPE mode allows multiple occupants to be located at the same space.

### *3.6.3 Results*

Figure 66 shows the occupant trails for all 3 simulator modes. These movement trails can be used to verify that all occupants successfully navigated the corner.



**Figure 66: Occupant trails for boundary test: (a) Steering mode, (b) Steering+SFPE mode, (c) SFPE mode.**



**Figure 67: More realistic view of occupants for the steering mode analysis**

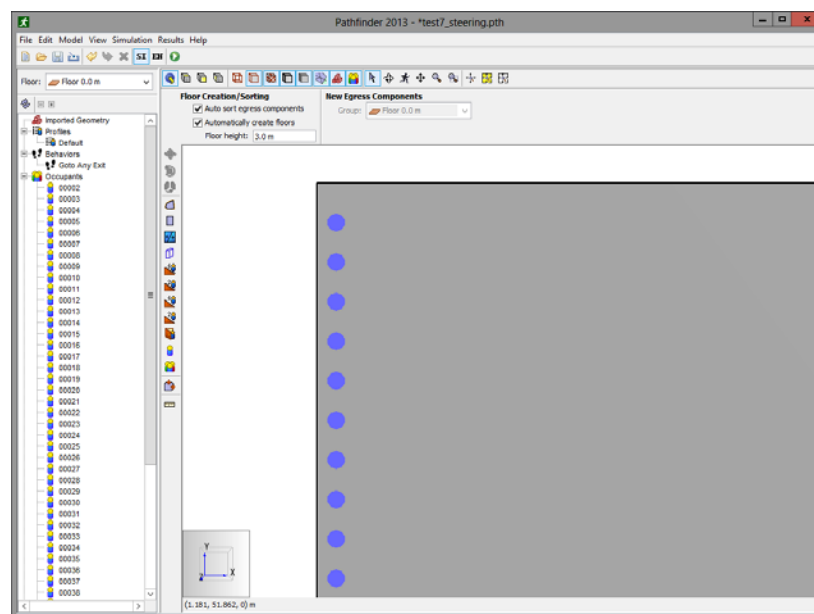
### 3.6.4 Analysis

Occupant trails indicate that no occupants passed outside the simulation boundary in any of the three simulation modes. All simulation modes successfully pass the verification test. The SFPE mode is basically a flow calculation, so occupants may be superimposed in the same space. The steering mode provides the most realistic movement.

All simulator modes passed the test.

## 3.7 Multiple Movement Speeds (IMO\_07)

This test verifies multiple walking speeds in Pathfinder. The test case is based on *Test 7* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case involves the assignment of population demographics to a group of occupants.



**Figure 68: IMO\_07 problem setup**

### 3.7.1 Setup Notes

A walking speed profile representing males 30-50 years old is distributed across 50 occupants. The walking speeds are a uniform random distribution with a minimum of 0.97 m/s and a maximum of 1.62 m/s. The information for this profile comes from Table 3.4 in the appendix to the Interim Guidelines for the advanced evacuation analysis of new and existing ships.

The occupants were lined 0.5 m from the left side of a 40.5 x 51.0 m room with a door across the entire right side of the room. Each occupant then moved with their assigned speed in a straight line to the right.

### 3.7.2 Expected Results

The occupants should display a range of walking speeds within the specified limits, so that the arrival times at the right edge of the room should be between 24.7 s and 41.2 s (neglecting the inertia in the steering mode).

### 3.7.3 Results

The occupants' speeds observed in the simulation were within the specified limits. The first arrival and last arrival times are given in the table below. Figure 69 shows the occupant paths at 20 s.

Mode	First Arrival (s)	Last Arrival (s)
Steering	25.3	41.9
Steering+SFPE	25.3	41.9
SFPE	24.8	40.9

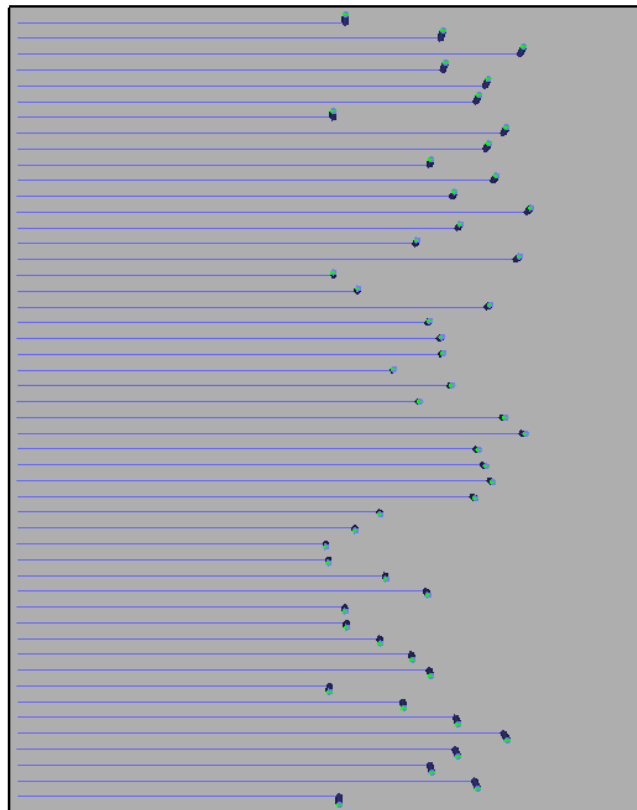


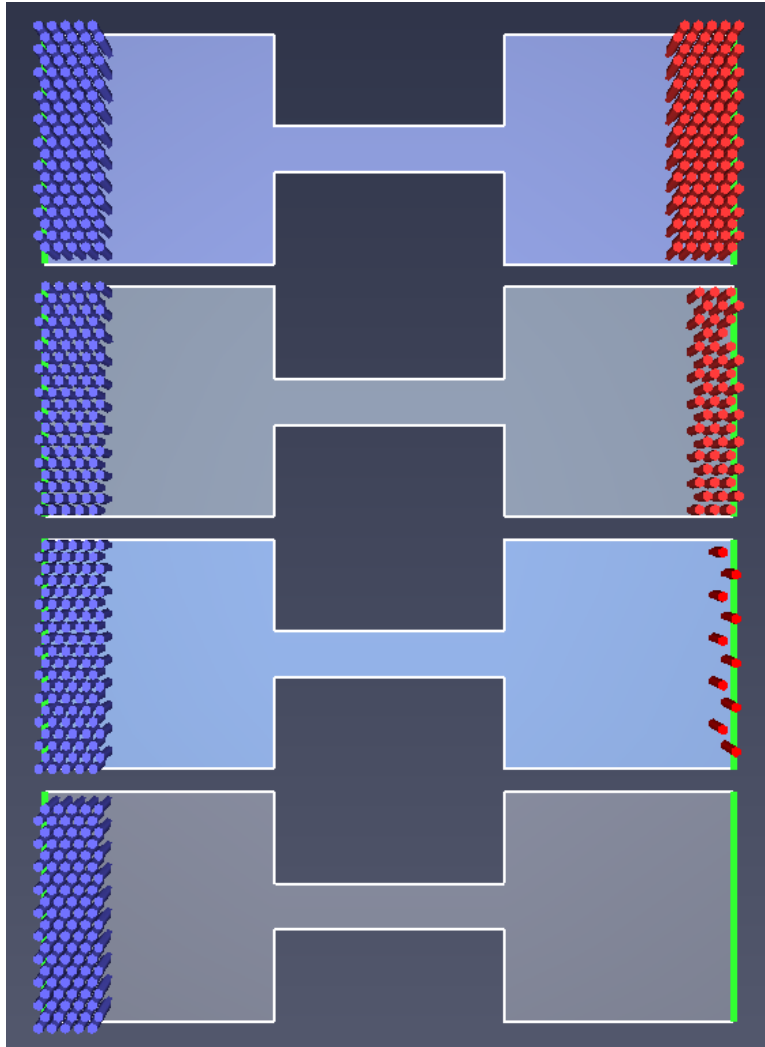
Figure 69: IMO\_07 results showing occupant paths at 20 s

### 3.7.4 Analysis

All simulator modes passed.

### 3.8 Counterflow (IMO\_08)

This test verifies Pathfinder's counterflow capability. The test case is based on *Test 8* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case involves the interaction of occupants in counterflow. Two 10 meter square rooms are connected in the center by a 10 meter long, 2 meter wide hallway. 100 persons are distributed on the far side of one room as densely as possible, and move through the corridor to the other room. Occupants in the other room move in the opposite direction. The test is run with 0, 10, 50, and 100 occupants moving in counterflow with the original group.



**Figure 70: IMO\_08 problem setup containing all four configurations and doors in the corridor entrances**

#### *3.8.1 Setup Notes*

The problem geometry is set up as described above, with exits at the far walls. The occupants in each room are assigned the exit in the opposite room.



To simplify collection of results, all four simulation scenarios are created in the same model. This can be accomplished by duplicating the initial geometry 3 times, then using different numbers of occupants in the room at the right.

A walking speed profile representing males 30-50 years old is distributed across all occupants. The walking speeds are a uniform random distribution with a minimum of 0.97 m/s and a maximum of 1.62 m/s. The information for this profile comes from Table 3.4 in the appendix to the Interim Guidelines for the advanced evacuation analysis of new and existing ships.

### *3.8.2 Expected Results*

As the number of occupants in counterflow increases, the occupants should slow down and increase the simulation time.

Since in the SFPE mode, there is no restriction on occupants being superimposed in the same space, counterflow does not slow the movement. However, room occupation density does reduce walking speed.

For the SFPE case with no corridor doors, there is one room with an area of 220 m<sup>2</sup> and we can assume a constant density during the simulation. For 100 people the density is 0.455 pers/ m<sup>2</sup>, and for 200 people the density is 0.9091 pers/ m<sup>2</sup>. The corresponding nominal SFPE walking speeds are 1.19 m/s and 1.06 m/s, respectively. The minimum distance a person must walk to reach the opposite exit is 27 m. For the 0 person counterflow case the walking speed is not reduced, so the first arrival is expected to be at  $(27 \text{ m})/(1.62 \text{ m/s}) = 16.7 \text{ s}$  and the slowest arrival time could be  $(30 \text{ m})/(0.97 \text{ m/s}) = 30.9 \text{ s}$ . For the 100 person counterflow case the speed reduction factor due to density is  $1.06/1.19 = 0.891$ , so the first arrival is expected to be at 18.7 s and the slowest arrival time 34.7 s. Pathfinder actually evaluates density each time step, so as occupants exit, the walking speed will increase.

### *3.8.3 Results*

Figure 71 shows the occupant positions for the steering mode, 100 person counterflow case at 75 s. Figure 72 shows the occupant positions for SFPE mode, 100 person counterflow case at 15 s. Each group has already passed through the corridor.

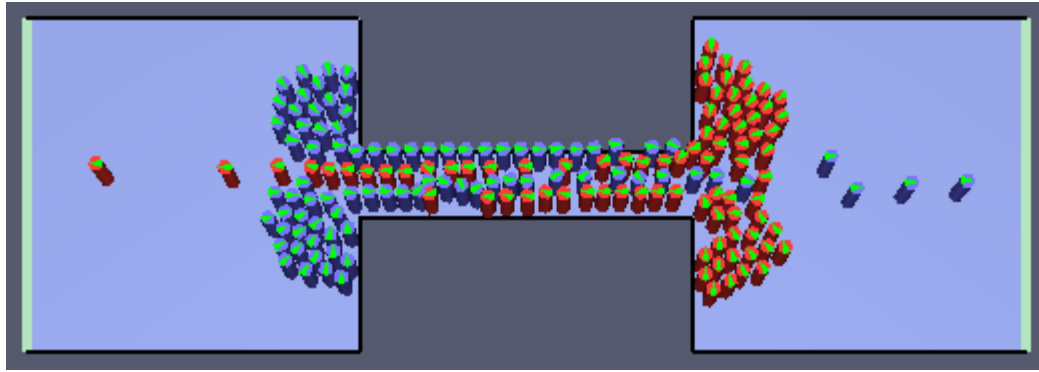


Figure 71: Occupant positions for the steering mode, 100 person counterflow case at 75 s.

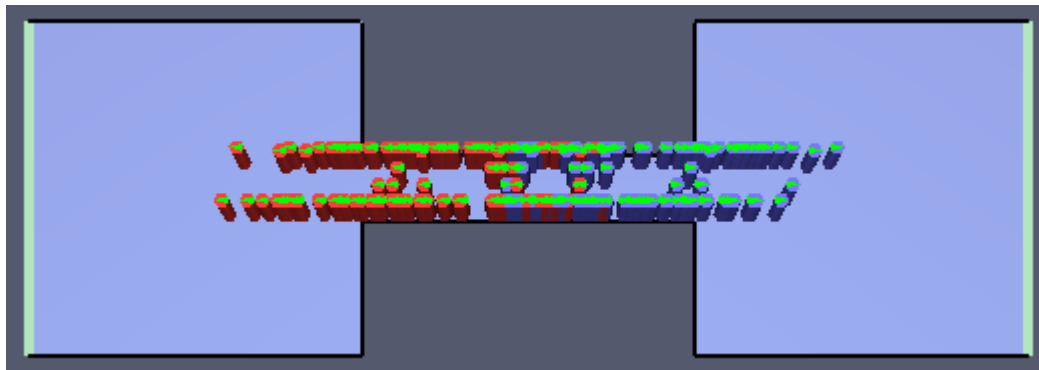


Figure 72: Occupant positions for the SFPE mode, 100 person counterflow case at 15 s. No corridor doors.

The following table shows the time it takes occupants to exit the simulation (on the right) as a function of the number of occupants in counterflow. First indicates the first time that an occupant starting on the left exited and last indicates the last time an occupant from the left side exited.

Mode	Number of Occupants Starting on Right Side							
	0		10		50		100	
	First (s)	Last (s)	First (s)	Last (s)	First (s)	Last (s)	First (s)	Last (s)
Steering	18.8	65.2	19.4	79.1	22.3	132.5	25.4	195.6
Steering+SFPE	18.8	65.2	19.4	79.1	22.3	132.5	25.4	195.6
SFPE	17.2	29.9	17.7	30.7	18.1	31.3	19.2	31.8

### 3.8.4 Analysis

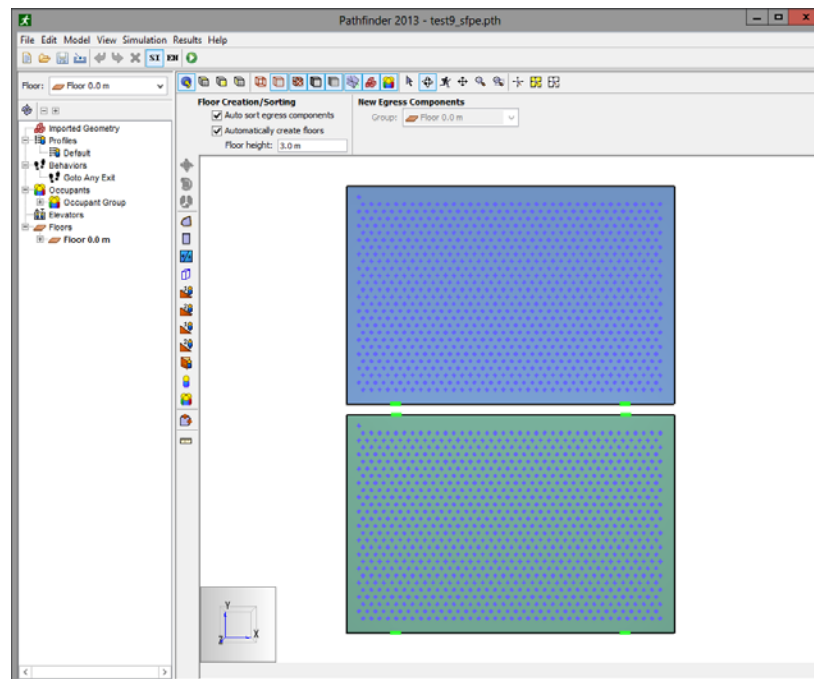
In each mode, more counterflow increases simulation time. The SFPE mode does not account for counterflow interference, so there is little effect on exit times.

See Section 2.2 for a comparison with experimental data for bidirectional flow.

All modes passed test criteria.

### 3.9 Sensitivity to Available Doors (IMO\_09)

This test verifies Pathfinder's exit time sensitivity to a changing number of available doors. The test case is based on *Test 9* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). The test case involves the evacuation of 1000 occupants from a large room, 30 meters by 20 meters, with doors of 1.0 m width. The 1000 occupants are distributed uniformly in the center of the room, 2 meters from each wall. The test is run with 4 exits and 2 exits, with the expectation that the evacuation time will double in the 2 exit case.



**Figure 73: IMO\_09 problem setup containing both configurations**

#### 3.9.1 Setup Notes

Occupants are given a profile corresponding to males 30-50 years old from Table 3.4 in the appendix to IMO 1238. The walking speeds are a uniform random distribution with a minimum of 0.97 m/s and a maximum of 1.62 m/s.

To simplify data collection, both model configurations are added to a single simulation model.

#### 3.9.2 Expected Results

Simulation time should approximately double when using half as many doors.

For the SFPE mode, the single door flow rate is 0.924 pers/s (15 cm boundary included), giving an evacuation time of 541 s for two doors and 271 s for four doors.

## 3.9.3 Results

The following table shows the time it takes to exit the simulation for both cases. Since the initial locations of the occupants were randomly assigned, the number of persons that exit each door are not exactly equal.

Model	4 Doors		2 Doors	
	Min (s)	Max (s)	Min (s)	Max (s)
Steering	204.4	210.6	407.2	411.3
Steering+SFPE	276.9	285.2	562.6	573.3
SFPE	264.7	275.6	540.7	549.3

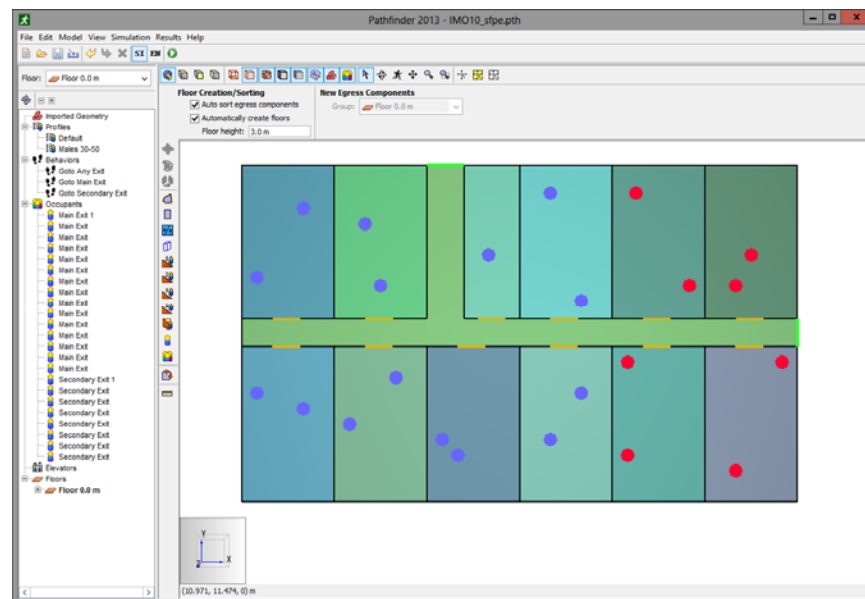
## 3.9.4 Analysis

For all modes, the simulation times, while not exactly double, are well within the acceptable margin for validity.

All modes passed test criteria.

## 3.10 Exit Assignments (IMO\_10)

This test verifies exit assignments in Pathfinder. The test case is based on *Test 10* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). 23 occupants are placed in a series of rooms representing ship cabins and assigned specific exits.



**Figure 74: IMO\_10 problem setup**

### 3.10.1 Setup Notes

The occupants in the left 8 rooms are assigned to the main (top) exit. The occupants in the remaining 4 rooms are assigned to the secondary (right) exit. Occupants are given a profile corresponding to males

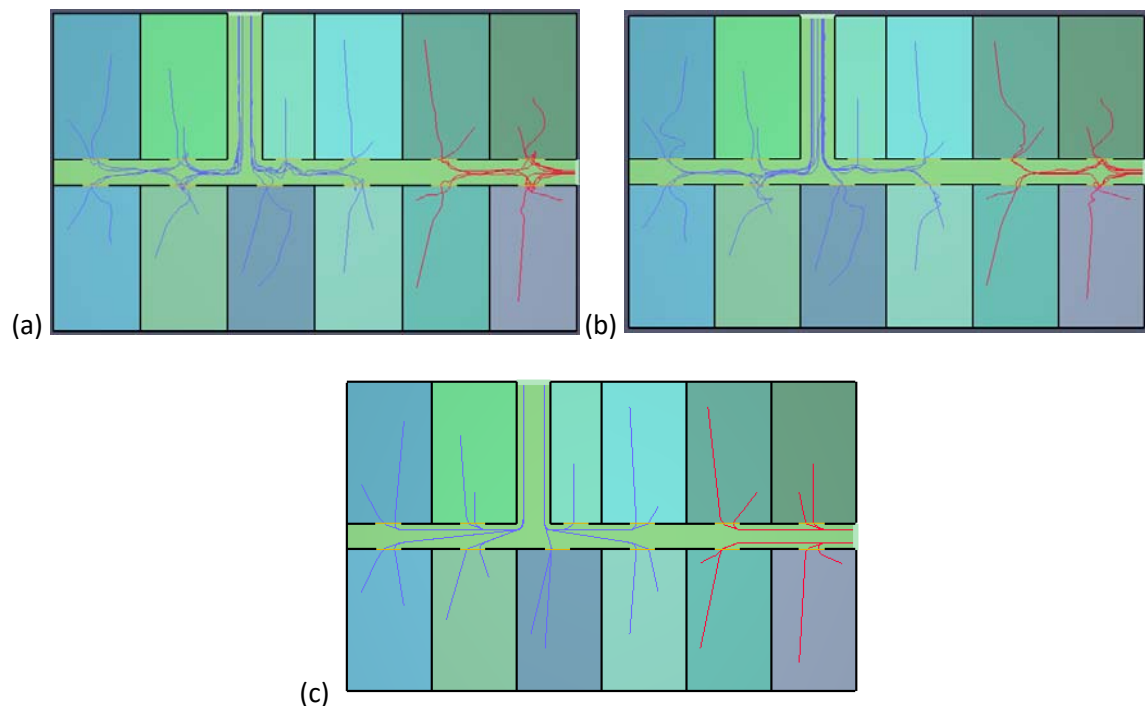
30-50 years old from Table 3.4 in the appendix to IMO 1238. The walking speeds are a uniform random distribution with a minimum of 0.97 m/s and a maximum of 1.62 m/s

### 3.10.2 Expected Results

Each occupant should leave the model using the specified exit.

### 3.10.3 Results

Figure 75 shows the paths taken by occupants in each simulation mode. The trails of the four occupants intended to use the secondary exit are shown in red, all other occupant trails are shown in blue.



**Figure 75: Trace of occupant paths: (a) Steering mode, (b) Steering+SFPE mode, (c) SFPE mode**

### 3.10.4 Analysis

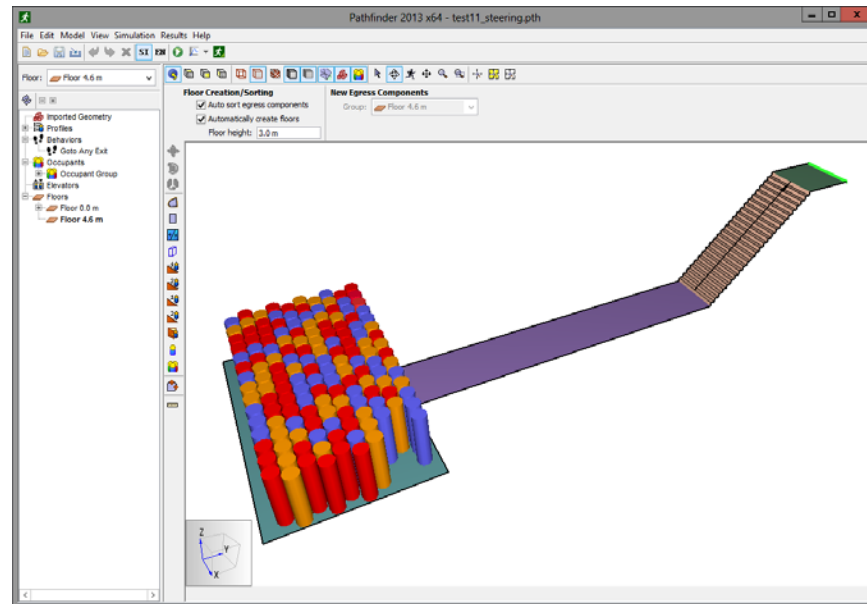
The results for all simulator modes indicate that the four occupants directed to exit via the secondary exit, did so.

All modes passed test criteria.

## 3.11 Congestion (IMO\_11)

This test examines the formation of congestion in Pathfinder. The test case is based on *Test 11* given in Annex 3 of IMO 1238 (International Maritime Organization 2007). 150 occupants must move from a 5 m x 8 m room, to a 2 m x 12 m corridor, up a stairway, and out of the simulation via a 2 m wide platform. Congestion is expected to form initially at the entrance to the corridor, then later at the base of the stairs.

Figure 76 shows the problem setup in Pathfinder.



**Figure 76: IMO\_11 problem setup.**

A specific definition for congestion is given in Section 3.7 of the document (International Maritime Organization 2007). Congestion is present when either of the following conditions is achieved: initial density is at least 3.5 pers/m<sup>2</sup>, or queues grow (occupants accumulate) at a rate of more than 1.5 pers/s at a joint between two egress components.

The initial density in the 5m x 8m room containing 150 occupants is 3.75 pers/m<sup>2</sup>. Based on the congestion criteria, this condition is sufficient to qualify the initial room as congested.

Congestion is measured using the queue at the base of the stairway. Congestion is identified by either of the following criteria: (1) initial density equal to, or greater than, 3.5 persons/m<sup>2</sup>; or (2) significant queues (accumulation of more than 1.5 persons per second between ingress and exit from a point). Data to measure this occupant count over time is available in the doors.csv output file and is processed using a spreadsheet.

### 3.11.1 Setup Notes

The 150 occupants are added to the initial room using a uniform distribution.

All occupants were assigned a profile corresponding to 30-50 year old males (as specified in (International Maritime Organization 2007)). On a corridor, this gives a uniform speed distribution ranging from 0.97 m/s to 1.62 m/s. The corresponding normalized speed-density profile is shown in Figure 77.

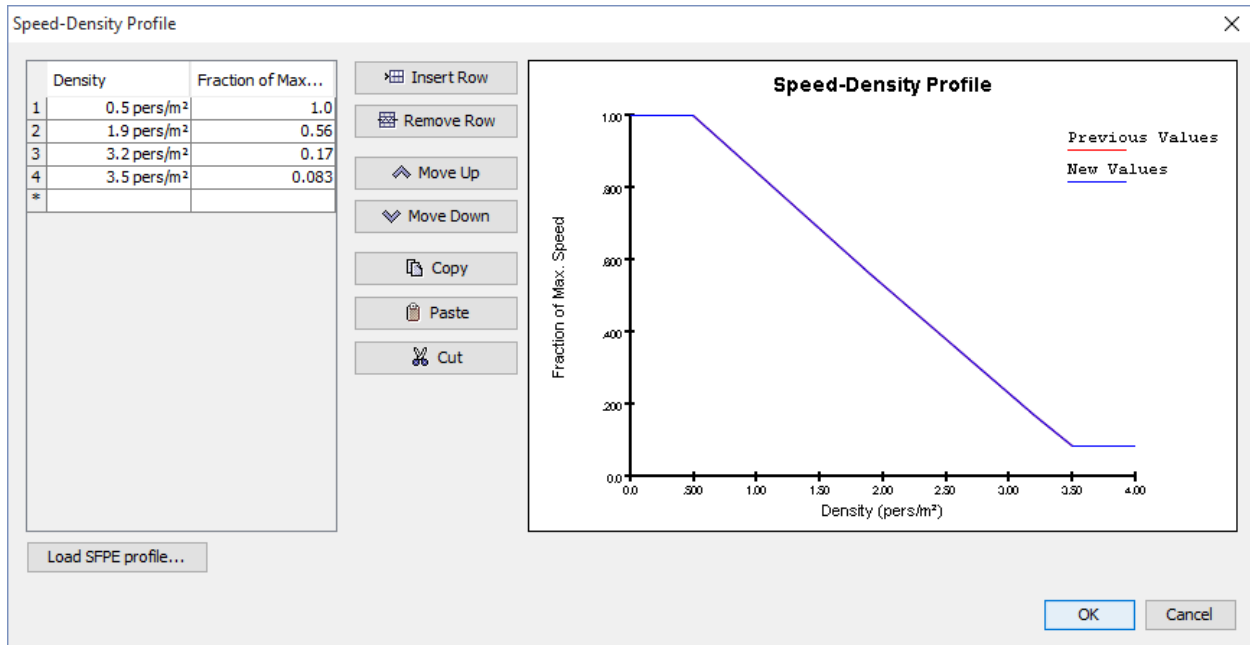


Figure 77: Normalized speed-density profile for 30-50 year old males on level corridor.

When walking on stairs up, the speed is a uniform speed distribution ranging from 0.47 m/s to 0.79 m/s. The corresponding normalized speed-density profile on stairs up is shown in Figure 78.

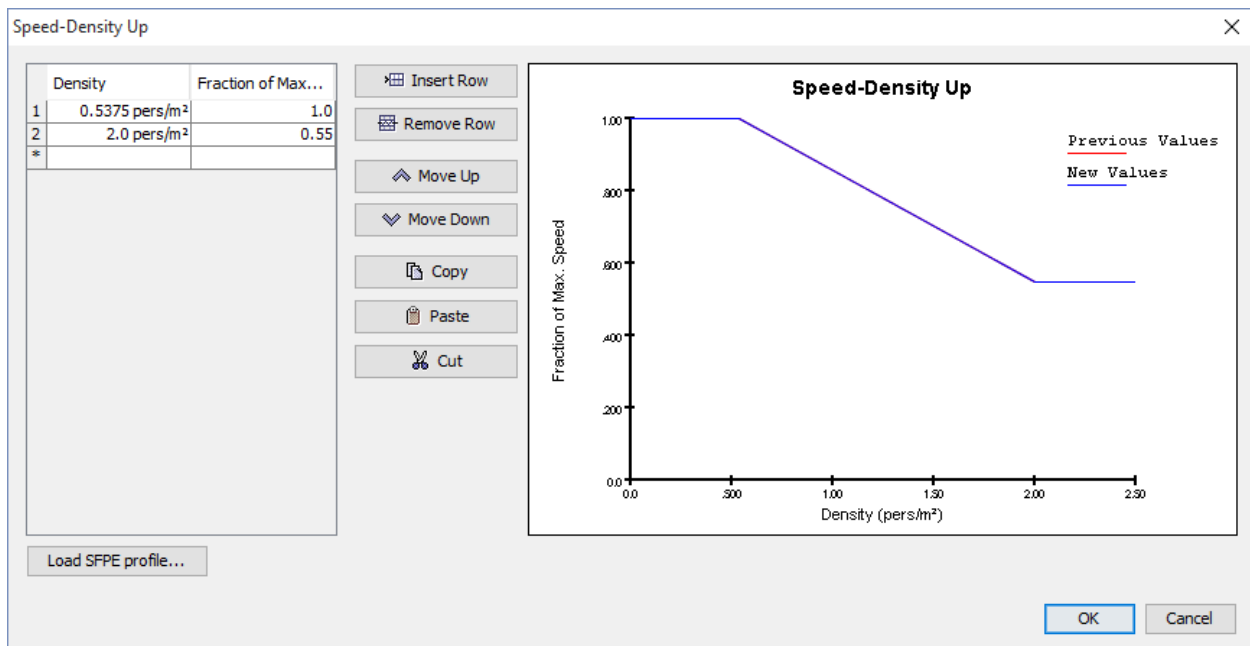


Figure 78: Normalized speed-density profile for 30-50 year old males on stairs up.

### 3.11.2 Expected Results

Congestion should form in the corridor leading to the stairs. This will be measured by the mean density and mean velocity of the occupants in a 2x2 m rectangle at the base of the stairs. The results with and without stairs will be compared.

We can estimate the fastest exit time for the SFPE case. For a walking speed of 1.62 m/s, the time to cross the 12 m corridor is 7.4 s (neglecting inertia). The length of the stairs is 5.7 m, so for a 50% speed decrease on stairs, the time required is 7.0 s. Crossing the landing requires another 1.2 s, for a total of time of 15.6 s.

### 3.11.3 Results

The total evacuation times for the three cases are given below:

Mode	First Out (s)	Last Out (s)
Steering	17.0	150.2
Steering+SFPE	17.5	153.1
SFPE	17.9	161.0

Figure 79 visually shows congestion forming at the base of the stairs. The density contour plot in Figure 80 shows densities of about 3.0 pers/m<sup>2</sup> at the base of the stairs.

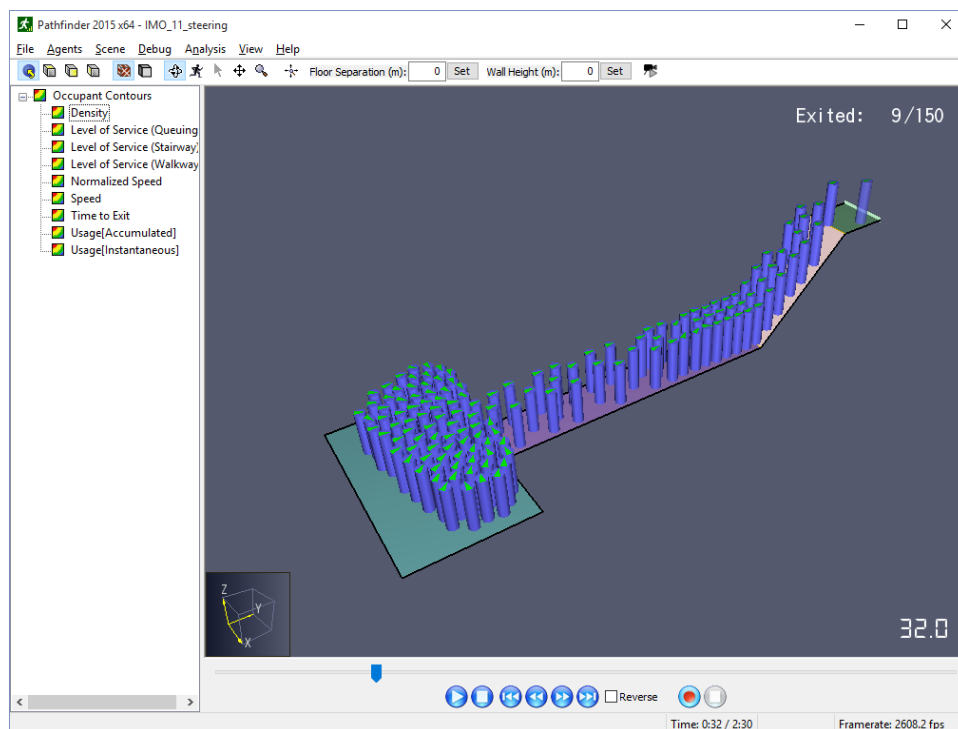
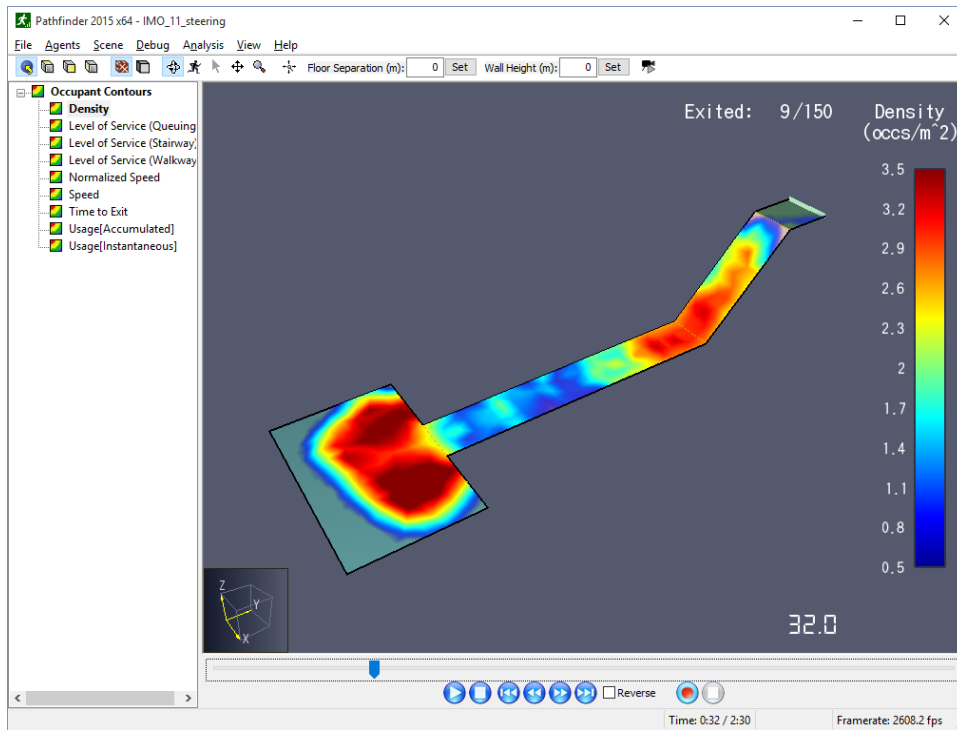


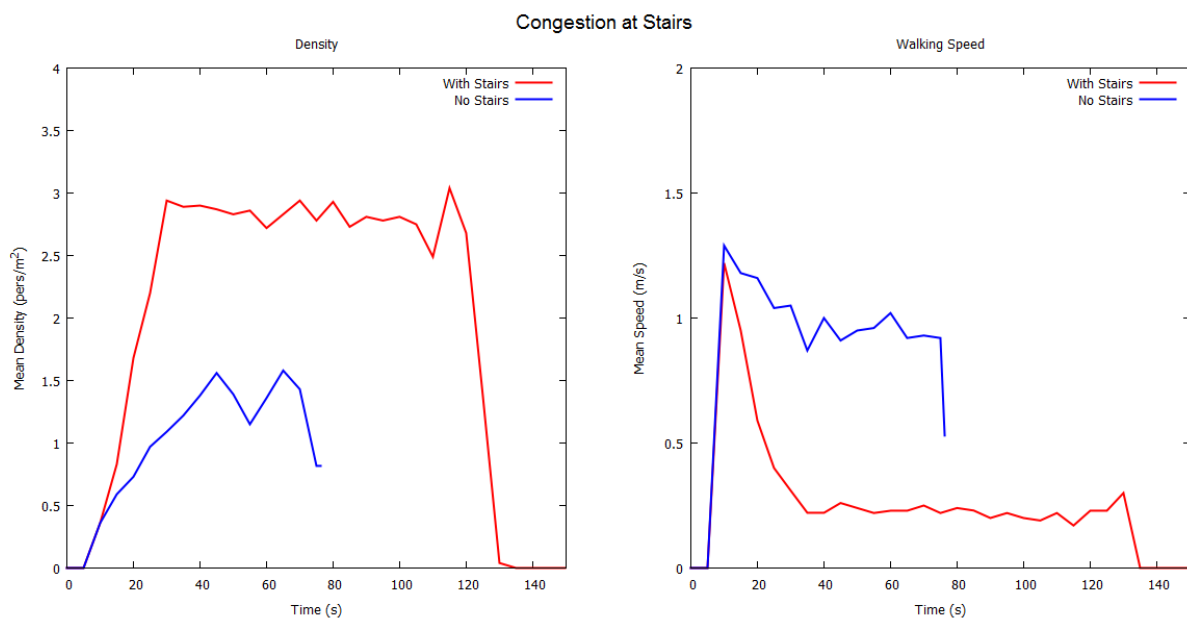
Figure 79: Visual demonstration of congestion at base of stairs.





**Figure 80: Density contours showing congestion at base of stairs.**

Time history data describing the mean density and walking speeds for the occupants at the base of stairs with and without stairs are shown in Figure 81. Without stairs, the occupants continue moving to the exit with a speed of about 1 m/s and the maximum density is about 1.5 pers/m<sup>2</sup>. With stairs, congestion forms leading to a maximum density of about 3.0 pers/m<sup>2</sup> and the speed drops to about 0.25 m/s.



**Figure 81: Comparison of density and walking speeds at base of stairs with and without stairs.**

### *3.11.4 Analysis*

Congestion forms at the base of the stairs. This is clearly demonstrated by comparing the mean density and speeds at the base of the stairs for cases with and without stairs.

The Pathfinder show congestion and are consistent with the specified walking speeds and speed-density curves.

## 4 NIST Evacuation Tests

This section presents test cases described in NIST Technical Note 1822 (NIST Technical Note 1822, 2013). Section 3 (Suggested Verification and Validation Tests) presents a new set of recommended verification tests and discusses possible examples of validation tests. Tests have been presented in relation to the five main core elements available in evacuation models, namely 1) pre-evacuation time, 2) movement and navigation, 3) exit usage, 4) route availability and 5) flow conditions/constraints.

### 4.1 Pre-evacuation time distributions (Verif.1.1)

A modification of IMO Test 5, which has already been presented.

### 4.2 Speed in a corridor (Verif.2.1)

IMO Test 1, which has already been presented.

### 4.3 Speed on stairs (Verif.2.2)

IMO Tests 2 and 3, which have already been presented.

### 4.4 Movement around a corner (Verif.2.3)

IMO Test 6, which has already been presented.

### 4.5 Assigned demographics (Verif.2.4)

A modification of IMO Test 7, which has already been presented.

### 4.6 Reduced visibility vs walking speed (Verif.2.5)

The current version of Pathfinder does not use visibility to change walking speeds, so this verification test is not applicable.

Pathfinder does however, allow the user to specify a Speed Modifier by room that can be defined as values as a function of time. This can be used to approximate the effect of smoke in a room.

### 4.7 Occupant incapacitation (Verif.2.6)

The current version of Pathfinder does not use the Fractional Effective Dose to simulate incapacitation, so this verification test is not applicable.

Pathfinder does however, allow the user to specify a Speed Modifier by room that can be defined as values as a function of time. This can be used to provide a very rough approximation of incapacitation.

### 4.8 Elevator usage (Verif.2.7)

This test verifies the capability of evacuation models to simulate evacuation using elevators. A schematic of the geometry is shown in Figure 82. The corresponding Pathfinder model is shown in Figure 83.

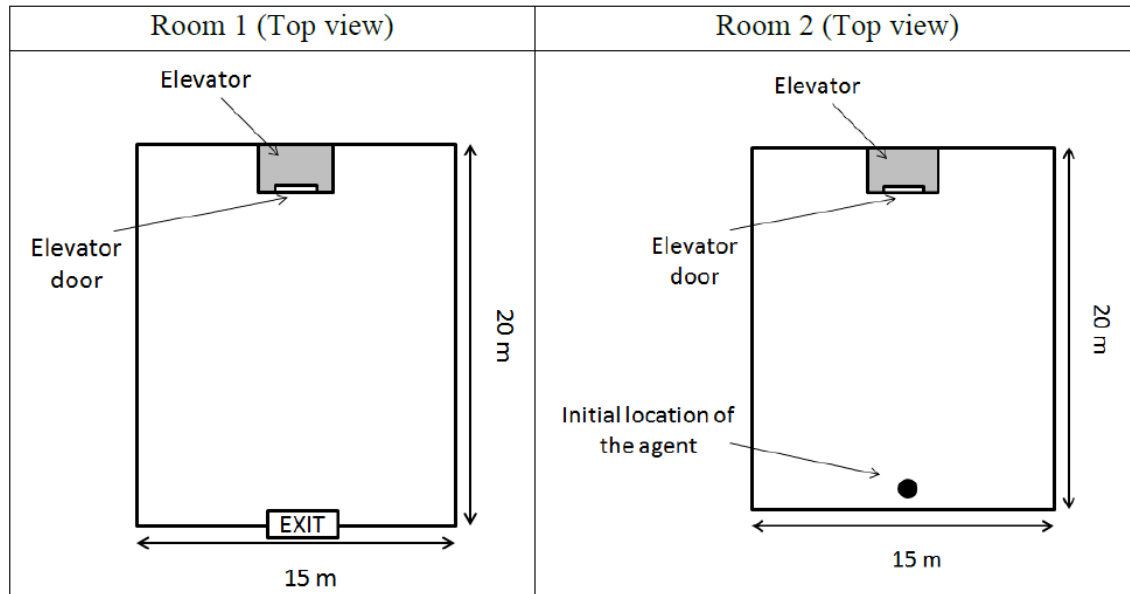


Figure 82: Geometry of elevator verification (Verif.2.7). Figure from NIST Technical Note 1822, 2013.

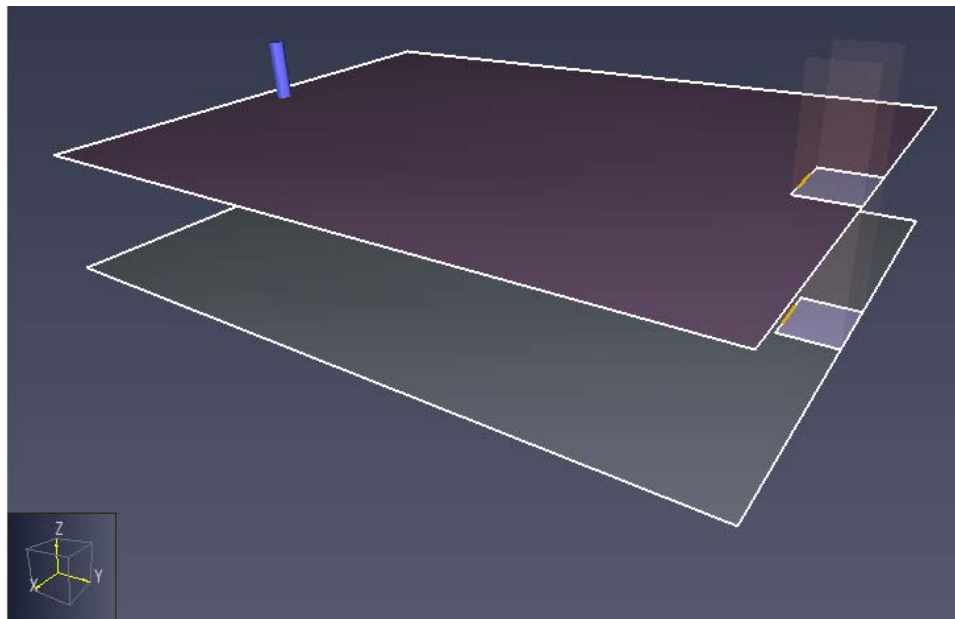


Figure 83: Pathfinder model of elevator verification

#### 4.8.1 Setup Notes

Room 1 is located at  $Z=0.0$  and Room 2 at  $Z=3.5$  m. An elevator connects the two rooms in accordance with Figure 82. The Floor 1 exit door is 1 m wide. The elevator is called from Room 1, reaches Room 2 and carries the occupant and back to Room 1.

The occupant has an unimpeded walking speed of 1 m/s in Room 2 with an instant response time. To minimize inertia effects, the Acceleration Time was set to zero. To simplify distance calculations, the

occupant size was set to 50 cm. The initial distance between the center of the occupant and the elevator door is 17.5 m. However, since the occupant radius is 0.25 m and the distance from the elevator to activate a call is 0.5 m, the occupant walks 16.75 m to activate the call.

The elevator parameters include: door open and close times of 3.5 s, pickup and discharge travel times of 2.5 s between the two floors, and door open and close delays of 5.0 s. The open delay is the minimum time an elevator's door will stay open on a floor (does not impact this test case) and the close delay is the time the elevator door will remain open after the last person enters.

#### 4.8.2 Expected Results

The occupant starts walking at time zero and the elevator is called from the discharge floor after the occupant has walked 16.75 m in 16.73 s. Once called, the door must close on the discharge floor and then the elevator must move to the second floor (time when finished is 26.25 s). The door then opens, the occupant walks in (occupant radius), there is a door close delay, and finally the door closes (time is 35.0 s). The elevator then moves to the discharge floor, the door opens, and the occupant leaves the building. The total expected evacuation time is 60.75 s, Table 3.

**Table 3: Calculation of expected evacuation time**

Evacuation Time			
Task	Calc	Time	Pathfinder
Start =	0.0	0.0	0
Walk to activate elevator call =	16.75	16.75	16.8
Door closes on discharge floor =	3.50	20.25	20.3
Elevator pickup time =	2.50	22.75	22.8
Door open on call floor =	3.50	26.25	26.3
Load Time =	0.25	26.50	26.5
Door close delay time =	5.00	31.50	31.6
Door close on call floor =	3.50	35.00	35.1
Elevator discharge travel time =	2.50	37.50	37.7
Door open on discharge floor =	3.50	41.00	41.1
Building exit time =	19.75	60.75	61

#### 4.8.3 Results

As shown in Table 3, the observed exit time is 61.0 s for steering mode. This matches the expected result, since the expected result calculation did not take into account the slightly slower speed of passing through the elevator door to ensure the correct door flow rate. Identical results (within tolerance) were obtained for the Steering+SFPE and SFPE modes.

### 4.9 Horizontal counter-flows (Verif.2.8)

A modification of IMO Test 8, which has already been presented.

## 4.10 Group behaviors (Verif.2.9)

The current version of Pathfinder does not use group behaviors, so this verification test is not applicable.

## 4.11 People with movement disabilities (Verif.2.10)

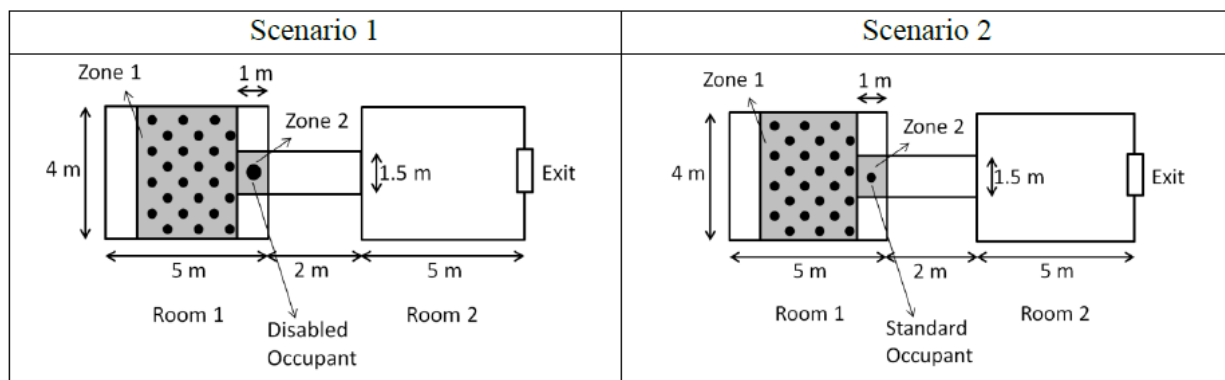
This test is designed for the verification of emerging behaviors of people with disabilities. It tests the possibility of simulating an occupant with reduced mobility (e.g. decreased travel speeds and increased space occupied by the occupants) as well as representing the interactions between impaired individuals and the rest of the population and the environment.

Construct two rooms at different heights, namely room 1 (1 m above the ground level) and room 2 (at ground level), connected by a ramp (or a corridor/stair if the model does not represent ramps). Insert one exit (1 m wide) at the end of room 2.

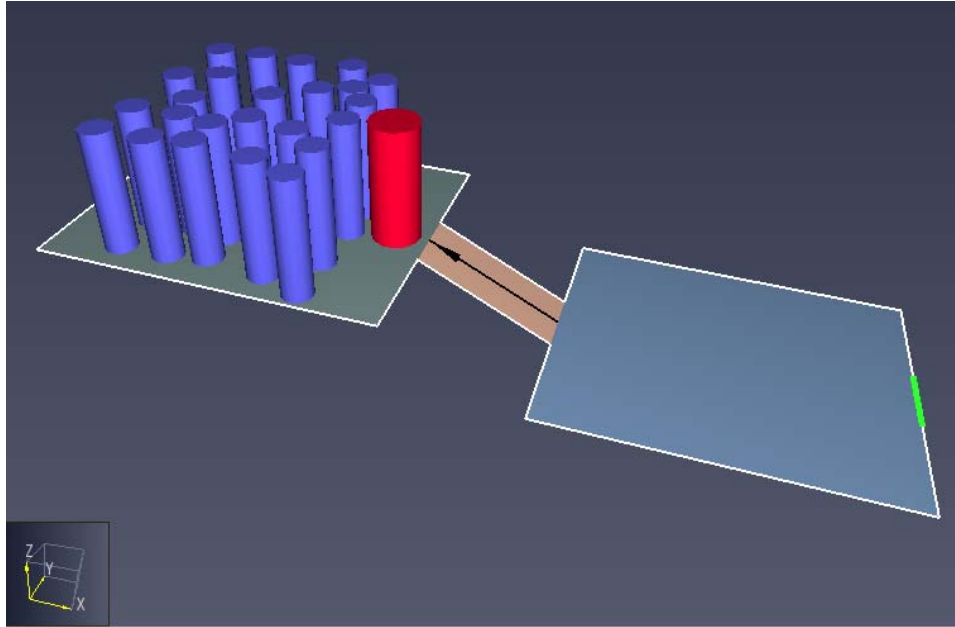
Scenario 1: Room 1 is populated with a sub-population consisting of 24 occupants in zone 1 (with an unimpeded walking speed of 1.25 m/s and the default body size assumed by the model) and 1 disabled occupant in zone 2 (the occupant is assumed to have an unimpeded walking speed equal to 0.8 m/s on horizontal surfaces and 0.4 on the ramp. The disabled occupant is also assumed to occupy an area bigger than half the width of the ramp ( $>0.75$  m). All occupants have to reach the exit in room 2.

Scenario 2: Re-run the test and populate zone 2 with an occupant having the same characteristics of the other 24 occupants in zone 1 (i.e. no disabled occupants are simulated). All occupants have to reach the exit in room 2.

A schematic of the geometry is shown in Figure 84. The corresponding Pathfinder model is shown in Figure 85.



**Figure 84: Geometry of movement disabilities verification (Verif.2.10). Figure from NIST Technical Note 1822, 2013.**



**Figure 85: Pathfinder model of movement with disabilities. Red occupant has disabilities.**

#### 4.11.1 *Setup Notes*

The room geometry is setup as defined. The shoulder width of the 24 occupants is 45.58 cm and of the disabled person 75 cm. The walking speed of the 24 occupants is Room 1 is 1.25 m/s and the walking speed of the disabled person was defined as 0.8 m/s. The disabled occupant was given a ramp speed was 0.4 m/s with other occupants walking the same speed on the ramp and level.

The SFPE and Steering+SFPE calculations included a 15 cm boundary layer.

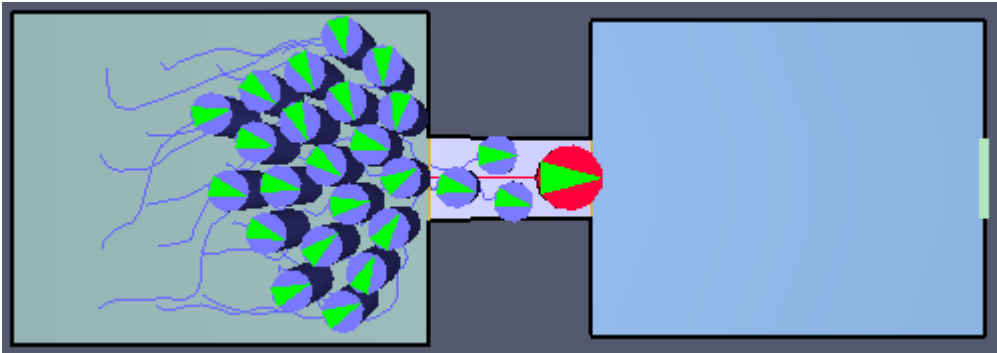
#### 4.11.2 *Expected Results*

All occupants will reach the exit. Scenario 1 will have a longer evacuation time than scenario 2.

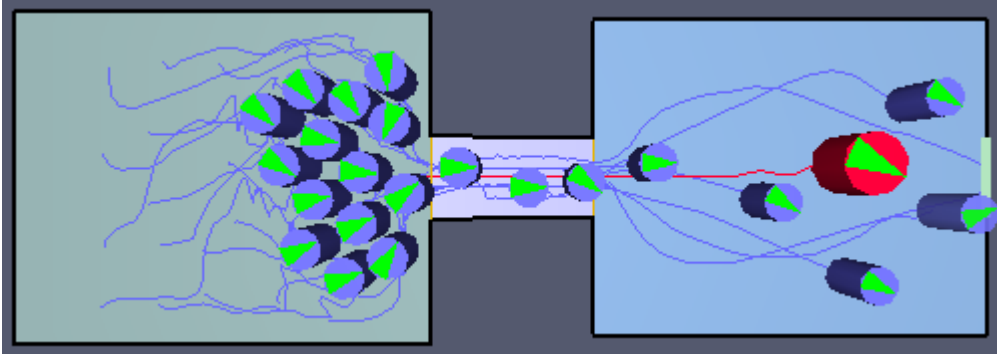
#### 4.11.3 *Results*

The following table shows the time to evacuate all occupants. The disabled occupant did slow the evacuation slightly by blocking flow on the ramp, but after leaving the ramp the faster occupants moved around the disabled occupant, so the slowing effect was reduced, Figure 86.

Mode	Scenario 1 (s)	Scenario 2 (s)
Steering	43.3	31.7
Steering+SFPE	49.5	39.0
SFPE	36.1	32.7



a. Steering mode showing disabled occupant blocking flow on ramp. Lines show paths.



b. Steering mode showing how faster occupants move around disabled occupant past ramp. Lines show paths.

**Figure 86: Faster occupants move around disabled occupant. Lines show paths.**

#### 4.12 Exit route allocation (Verif.3.1)

A modification of IMO Test 10, which has already been presented.

#### 4.13 Social influence (Verif.3.2)

The current version of Pathfinder does not use social influence, so this verification test is not applicable.

#### 4.14 Affiliation (Verif.3.3)

The current version of Pathfinder does not use social affiliation, so this verification test is not applicable.

#### 4.15 Dynamic availability of exits (Verif.4.1)

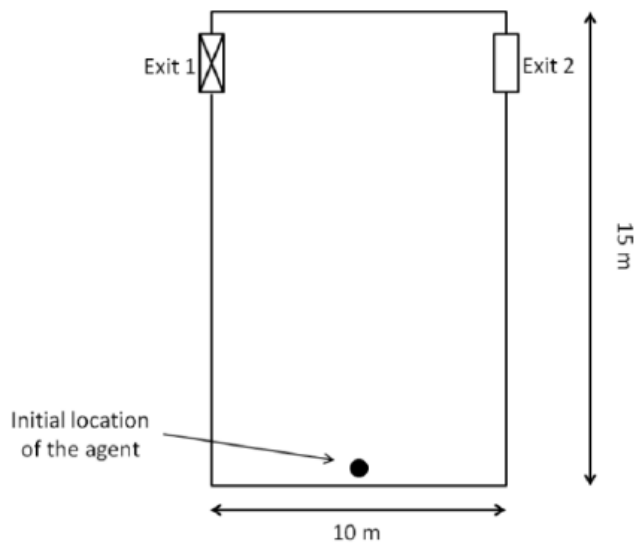
This test is aimed at qualitatively evaluating the capabilities of the model to represent the dynamic availability of exits.

Construct a room of size 10 m by 15 m. Two exits (1 m wide) are available on the 15 m walls of the room and they are equally distant from the 10 m long wall at the end of the room (see Figure 11).

Insert an occupant in the room with a response time equal to 0 and a constant walking speed equal to 1 m/s as shown in Figure 11. Exit 1 becomes unavailable after 1 s of simulation time. Check the exit usage for both Exit 1 and Exit 2.



A schematic of the geometry is shown in Figure 87.



**Figure 87: Geometry for dynamic availability of exits (Verif.4.1). Figure from NIST Technical Note 1822, 2013.**

### 4.15.1 Setup Notes

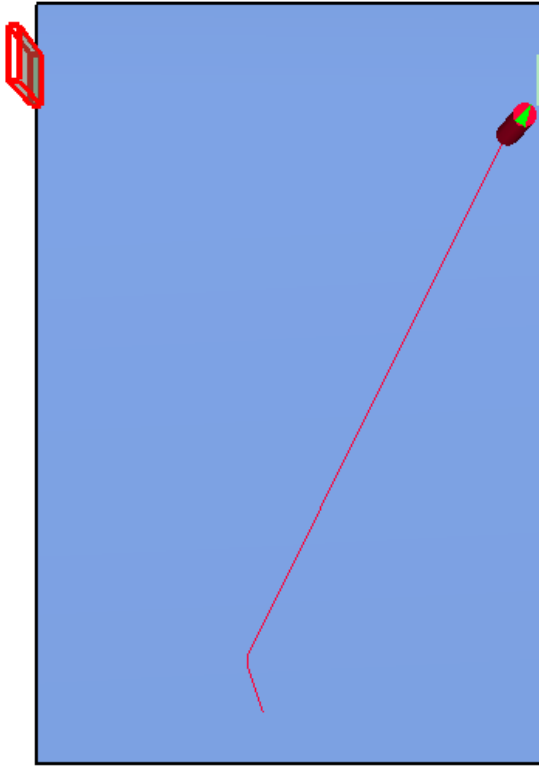
The room geometry is setup as defined. Pathfinder uses a “locally quickest” algorithm to select the exit door from a room. To ensure that the occupant selects Exit 1, the occupant was located at  $X=4.5$  m or 0.5 m closer in the X direction to Exit 1.

### 4.15.2 Expected Results

The occupant will initially select Exit 1, then at 1.0 s will change to Exit 2.

### 4.15.3 Results

Figure 88 shows path used by the occupant. At 1.0 s, the occupant changes from Exit 1 to Exit 2. The same result was obtained for Steering+SFPE and SFPE modes.



**Figure 88: Change in exit selection at 1.0 s. Line shows path. Steering mode.**

#### 4.16 Congestion (Verif.5.1)

A modification of IMO Test 11, which has already been presented.

#### 4.17 Maximum flow rates (Verif.5.2)

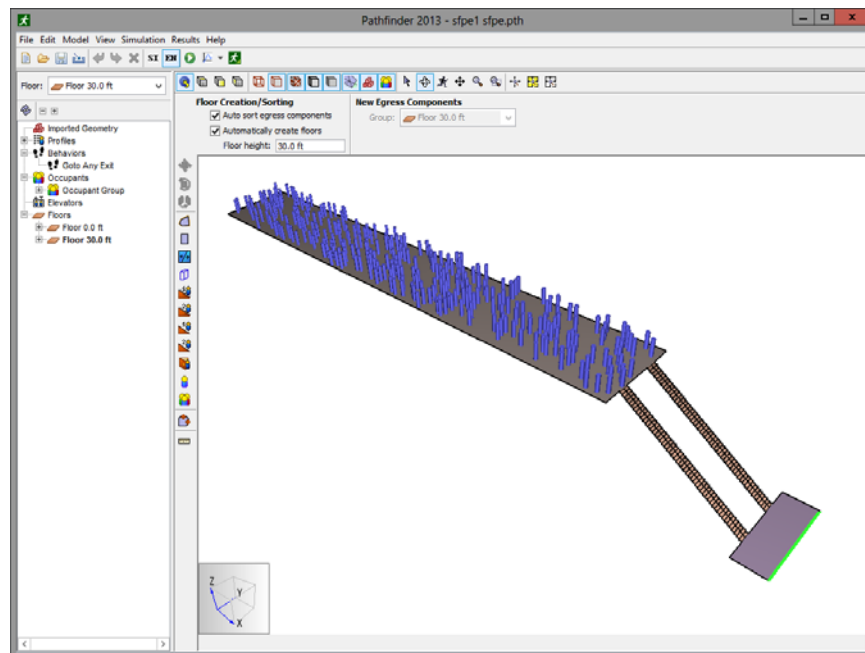
A modification of IMO Test 4, which has already been presented.

## 5 SFPE Example Problems

This section presents Pathfinder results for models based on example problems given for the hand calculations presented in the SFPE Handbook (Nelson and Mowrer 2002) and Engineering Guide for Human Behavior in Fire (Society of Fire Protection Engineers 2003).

### 5.1 Example 1: Single Room and Stairway (SFPE\_1)

This is a verification test for SFPE-based simulation results. This example reproduces Example 1 given in the SFPE Engineering Guide (Society of Fire Protection Engineers 2003). In this example, 300 occupants are initially positioned in a room of unspecified geometry. The room is connected (directly) to two 44 in wide stairways via two 32 in doors, which are then connected to a 30 ft x 6 ft room. The occupants must move through the doors and down the 7 inch height x 11 inch depth, 50 ft long stairs. After reaching the base of the stairway, the occupants exit the model. The problem specifies that the maximum travel distance between an occupant's initial position and the nearest door leading to a stairway is 200 ft. This test will assume the initial room is a 200 ft x 30 ft room with both stairways positioned on one of the 30 ft walls Figure 89. The small room is 6 ft x 30 ft with an exit spanning the wall opposite the stairs.



**Figure 89: Initial configuration for SFPE 1.**

#### 5.1.1 Setup Notes

The door boundary layer is specified as 6 in.

#### 5.1.2 Expected Results

In this example, the door entering each stairway is the controlling component. The problem is symmetrical so, for the hand calculation, the divided flow can be modeled as a single wide door and

stairway. To calculate the total movement time, we must calculate  $T_{TOTAL} = T_1 + T_2 + T_3$  where: ( $T_1$ ) is the time it takes the first occupant to reach the controlling component, ( $T_2$ ) the time it takes 300 occupants to flow through two 32-inch doors, and ( $T_3$ ) the time it takes the last occupant to move from the controlling component to the exit.

The value of  $T_1$  depends on the location of the occupants. For this model, the value ranges from 0.2 to 1.2 s. The average is:

$$T_1 = 0.7 \text{ s}$$

The time needed for 300 occupants to pass through the two 32 inch doors,  $T_2$  is:

$$T_2 = \frac{P}{F_{smax} W_e} = \frac{300 \text{ pers}}{24 \frac{\text{pers}}{\text{min} \cdot \text{ft}} \times 2[32 \text{ in} - 2(6 \text{ in})] \times \frac{1 \text{ ft}}{12 \text{ in}}} = 3.75 \text{ min} = 225.0 \text{ s}$$

The time needed for the last occupant to move down the stairs and out the landing,  $T_3$  is:

$$T_3 = \frac{d}{v} = \frac{50 \text{ ft}}{0.85 \times 212 \frac{\text{ft}}{\text{min}}} \left( 60 \frac{\text{s}}{\text{min}} \right) + \frac{10 \text{ ft}}{3.9 \frac{\text{ft}}{\text{s}}} = 19.2 \text{ s}$$

The total evacuation time,  $T_{total}$  is:

$$T_{total} = T_1 + T_2 + T_3 = 244.9 \text{ s}$$

### 5.1.3 Results

For each simulation mode, the following table lists the number of people that used each stair and the total evacuation time. For the SFPE case, 155 people used the right stair, so the time on that stair would be expected to be 232.5 s, for a total evacuation time of 252.4 on the right stair.

Mode	Pers <sub>LEFT</sub>	Pers <sub>RIGHT</sub>	Time (s)
Steering	148	152	259.6
Steering+SFPE	149	151	267.6
SFPE	145	155	251.6

### 5.1.4 Analysis

The exit time for the SFPE case matches the expected value. The Steering and Steering+SFPE modes are slightly slower.

## 5.2 Example 2: 5-Story Building (SFPE\_2)

This is a verification test for SFPE-based simulation results. This example reproduces Example 2 given in the SFPE Engineering Guide (Society of Fire Protection Engineers 2003). In this example, we have a 5-story building. Each floor is served by two 44 inch stairways. The stairs have a 7 inch rise and an 11 inch run. The stairways have hand-rails on both sides 2.5 inches from the wall. Each stairway connects to a 4 ft x 8 ft platform located between the level of the floors. The distance between the floors is 12 ft. The stairways connect to the floors with 32 inch doors. There are 200 people on each floor. Figure 90 shows the problem setup.

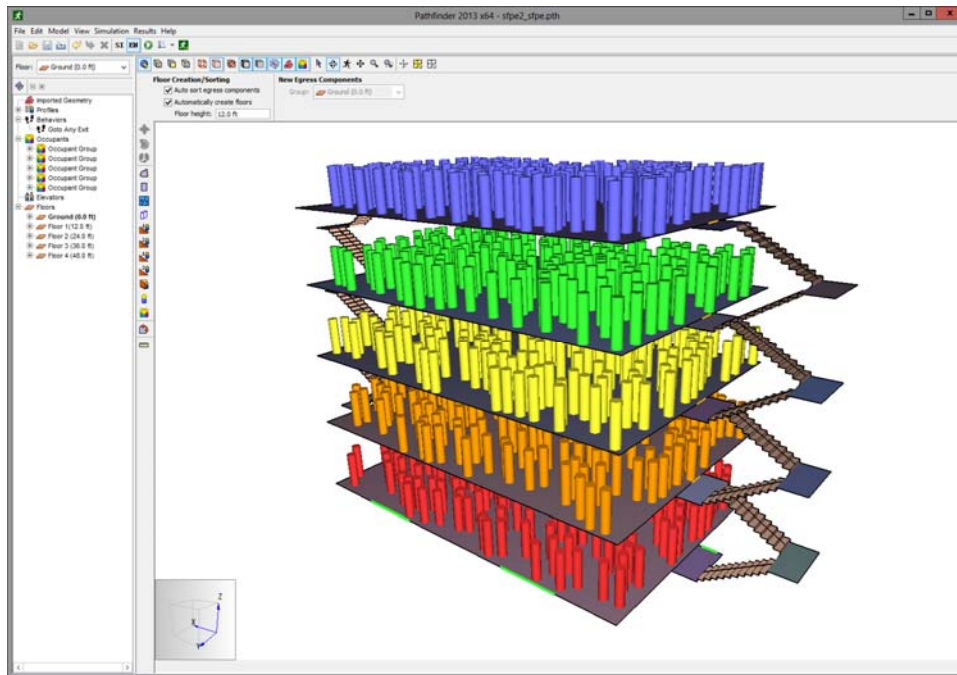


Figure 90: SFPE Example 2 Problem Setup

### 5.2.1 Setup Notes

Detailed setup notes are presented in the Pathfinder example guide.

Following the intention of the problem, all occupants of the ground floor exit from four large side doors and all occupants on higher floors exits from doors at the base of the stairs.

A second steering mode case was run where occupants had an increased preference to remain in their current door queue (**Current Door Preference** parameter of the **Profile**). This parameter was changed from the default 35% to 80%.

### 5.2.2 Expected Results

In this example, the controlling component is the exit door at the base of the stairway. We will assume the occupants use the stairways evenly, in which case we only need to model the time it takes for half the occupants on the second through fifth floors to pass through the controlling 32 inch door.

To calculate the total movement time, we must calculate  $T_{TOTAL} = T_1 + T_2 + T_3$  where: ( $T_1$ ) the time it takes the first occupant to reach the controlling component, ( $T_2$ ) the time it takes 400 occupants to flow through the controlling component (a 32 in door), and ( $T_3$ ) the time it takes for the last occupant to move from the controlling component to the exit.

The calculation for  $T_1$  has four parts:

- ( $T_A$ ) the time it takes the occupant nearest the door on the second floor to travel from their initial location to the stairway entrance,
- ( $T_B$ ) the time to move down the stairs to the platform,
- ( $T_C$ ) the time to walk across the platform, and
- ( $T_D$ ) the time to move down the stairs to the door.

We assume a low-density velocity calculation for the first occupant to reach the stairs and the landing. For  $T_A$  we assume the person must walk 6 ft to reach the center of the stairs. For  $T_B$  we will assume the occupant must walk 8 ft, an average length of travel, to traverse the platform. This leads to the following calculations:

$$v_{level} = 0.85 \times 1.40 \frac{m}{s} = 1.19 \frac{m}{s}$$

$$v_{stair} = 0.85 \times 1.08 \frac{m}{s} = 0.92 \frac{m}{s}$$

$$T_A = \frac{d}{v_{level}} = \frac{6 \text{ ft} \left( \frac{0.3048 \text{ m}}{\text{ft}} \right)}{1.19 \frac{m}{s}} = \mathbf{1.5 \text{ s}}$$

$$T_B + T_D = 2 \left( \frac{d}{v_{stair}} \right) = 2 \left( \frac{11.17 \text{ ft}}{0.92 \frac{m}{s}} \right) \left( \frac{0.3048 \text{ m}}{\text{ft}} \right) = \mathbf{7.4 \text{ s}}$$

$$T_C = \frac{d}{v_{level}} = \frac{8 \text{ ft} \left( \frac{0.3048 \text{ m}}{\text{ft}} \right)}{1.19 \frac{m}{s}} = \mathbf{2.0 \text{ s}}$$

$$T_1 = T_A + T_B + T_C + T_D = 1.5 \text{ s} + 7.4 \text{ s} + 2.0 \text{ s} = \mathbf{10.9 \text{ s}}$$

The time for 400 people to move through a 32 inch door,  $T_2$  is:

$$T_2 = \frac{P}{F_{Smax} W_e} = \frac{400 \text{ pers}}{1.32 \frac{\text{pers}}{\text{m}\cdot\text{s}} \times [32 \text{ in} - 2(6 \text{ in})] \times \frac{\text{ft}}{12 \text{ in}} \times \frac{0.3048 \text{ m}}{\text{ft}}} = \mathbf{596.5 \text{ s}}$$

The time for the last person to move from the stairs to the exit is:

$$T_3 = \frac{d}{v_{level}} = \frac{4 \text{ ft} \left( \frac{0.3048 \text{ m}}{\text{ft}} \right)}{1.19 \frac{m}{s}} = \mathbf{1.0 \text{ s}}$$

The total evacuation time,  $T_{total}$  is:

$$T_{total} = T_1 + T_2 + T_3 = 10.9 \text{ s} + 596.5 \text{ s} + 1.0 \text{ s} = \mathbf{608.4 \text{ s}}$$

### 5.2.3 Results

For each simulation mode, the following table lists the results for both exits, including the number of people that used each exit. When queues form on the upper floors, people waiting in the queues can decide to leave their current queue when another door begins to flow, even if the flow is intermittent. The resulting back and forth behavior, while it does not significantly affect the total exit time, can appear somewhat unexpected. Pathfinder allows the user to increase the commitment of occupants to remain in the queues they are currently in. These are the results reported for the **Steering (queue)** case.

Mode	Pers <sub>1</sub>	Pers <sub>2</sub>	Total <sub>1</sub> (s)	Total <sub>2</sub> (s)
Steering	399	401	544.8	547.2
Steering+SFPE	404	396	618.0	607.1
SFPE	407	393	624.0	604.2
Steering (queue)	412	388	564.5	530.1

### 5.2.4 Analysis

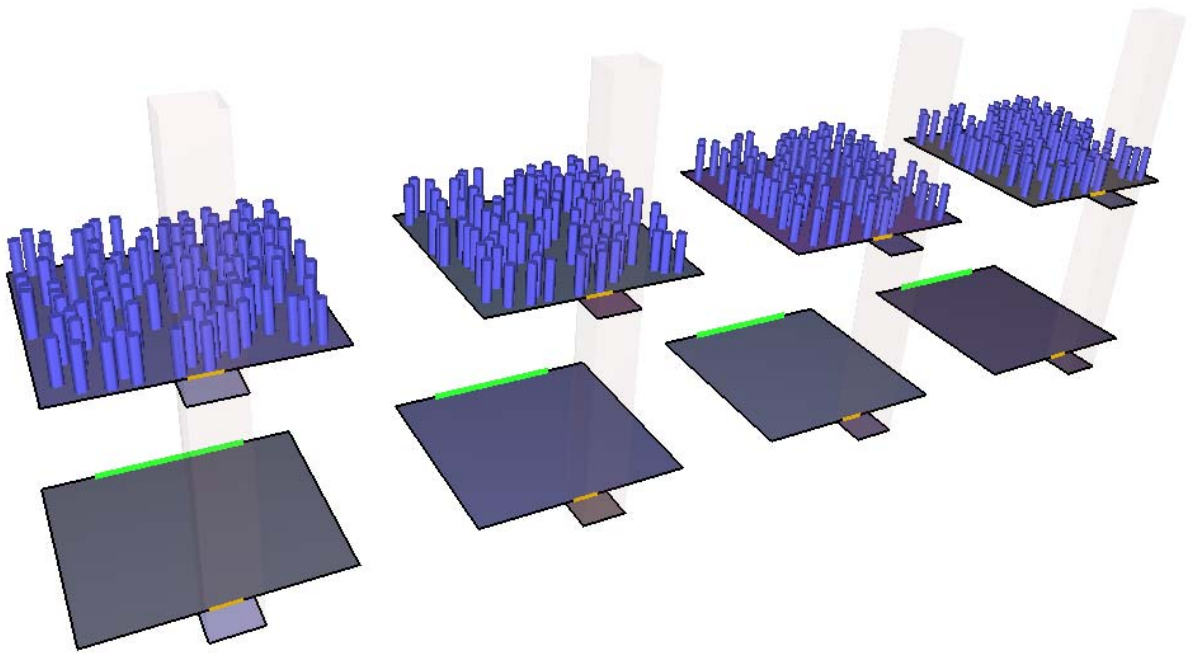
The average exit time for the SFPE case matches the expected value. The Steering+SFPE case is similar, with slightly different exit choices. The Steering mode is somewhat faster, since door flow rates are not explicitly specified. Adding the increased commitment to remain in the current queue had the effect of stopping the back and forth movement to alternate queues.

## 6 Elevators

This section presents Pathfinder results for models that use elevators. The NIST Verif problem set also includes an elevator problem.

### 6.1 Elevator loading

This problem tests elevator loading. 100 occupants are located in a 10x10 m room at an elevation of 10 m. The occupants exit using an elevator with dimensions 2 m wide and 1.7 m deep, for a typical elevator loading of about 16 people (Klote and Alvord, 1992). The elevator door width is 1.2 m. The elevators have an Open+Close Time of 7.0 s, Pickup and Discharge times of 10.0 s, and Open and Close delays of 5.0 s (see Pathfinder manual for definitions). There are four elevators, with specified Nominal Loads of 5, 10, 20, and 50 persons, Figure 91.



**Figure 91: Elevator loading test**

#### *6.1.1 Setup Notes*

The four problems are independent, so allow a quick verification.

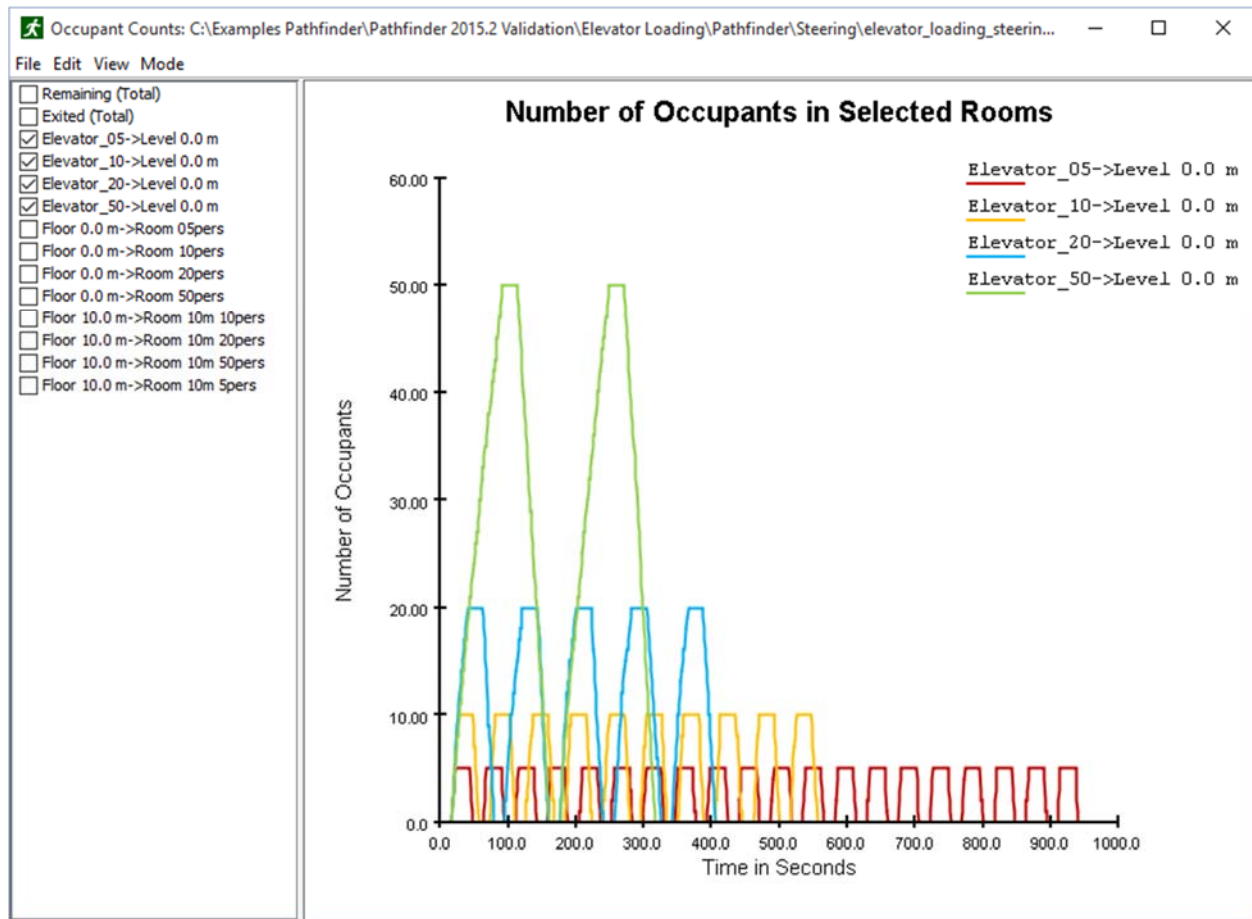
#### *6.1.2 Expected Results*

The elevators should load to the expected nominal loads.

#### *6.1.3 Results*

The resulting elevator loads for the steering simulation are shown in Figure 92. They match the expected results. The results for Steering+SFPE and SFPE modes also matched the expected results.





**Figure 92: Observed elevator loading for steering mode**

## 6.1.4 Analysis

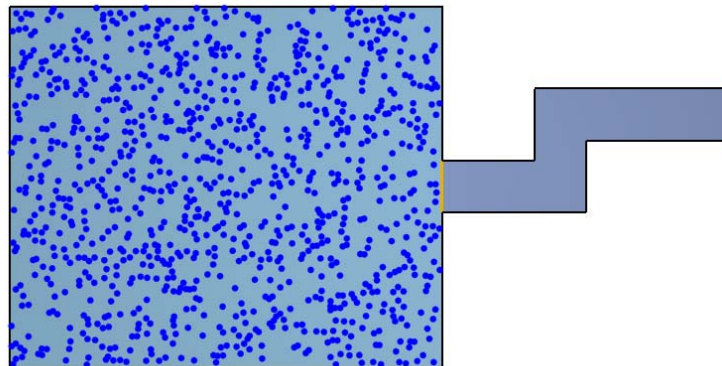
The elevator loadings matched the expected values.

## 7 Comparisons to Other Simulators

This section presents the results of Pathfinder simulations for a problem that was originally used to compare simulators. Since the original report is now somewhat dated and it can be assumed that all simulators have progressed, we no longer provide a comparison, but just present Pathfinder results.

### 7.1 Assembly Space

The original simulator comparison was presented in the FDS+Evac v5 Technical Reference and User's Guide (Korhonen and Hostikka 2009). The problem describes an assembly space filled with 1000 occupants. The initial room measures 50 m x 60 m. At the right, there is a 7.2 m doorway leading to a 7.2 m corridor. The corridor contains a sharp turn to the left before continuing on to the exit. Additional setup notes can be found on page 45 of the original document.



**Figure 93: Initial configuration of the assembly space.**

The feature of interest in this problem is the corner in the corridor. Based on how different simulators handle the flow of large groups around a corner, different simulators can produce substantially different answers. Notably, the current body of movement research presents us with little guidance toward a "correct" solution to this problem.

#### *7.1.1 Setup Notes*

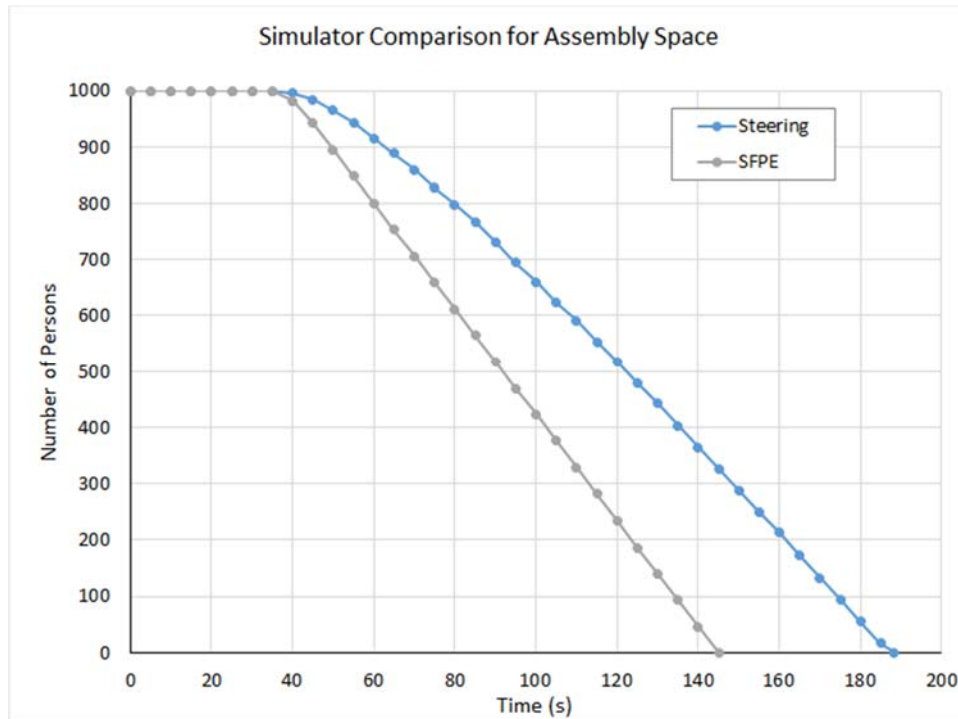
Steering and Steering+SFPE modes had identical results, so only SFPE and Steering modes are presented for comparison.

#### *7.1.2 Results and Analysis*

Figure 94 shows a time history plot of the remaining population. Solid graph markers refer to the *corr* data and hollow graph markers refer to the *door* data. The data source for FDS+Evac, Simulex, and Exodus was the original document (Korhonen and Hostikka 2009).

The SFPE flow rate for a 7.2 m door with no boundary is 9.47 pers/s, so the SFPE calculation should give 106 s for the door evacuation. Pathfinder calculates 108 s. Since it takes some time for enough

occupants to reach the door and form a queue, the 2 s difference is acceptable. The room density is 0.333 pers/m<sup>2</sup>, giving a walking speed of 1.19 m/s. The corridor adds approximately 42 m distance (assuming the occupants “cut the corner”), which requires an additional 35 s to walk, for a predicted exit time of 143 s. Pathfinder in SFPE mode calculates 145 s, which is an acceptable difference since, again, time is required to form a queue.



**Figure 94: Simulator comparison for assembly space.**

The primary interest is in how effectively the simulator uses the full width of the corridor and corner, Figure 95. In the Pathfinder simulation, there is some grouping that occurs in the vertical section of the corridor. This is a result of increased density which leads to slower movement. There is no experimental data to document the expected result, so the Pathfinder results are certainly reasonable.

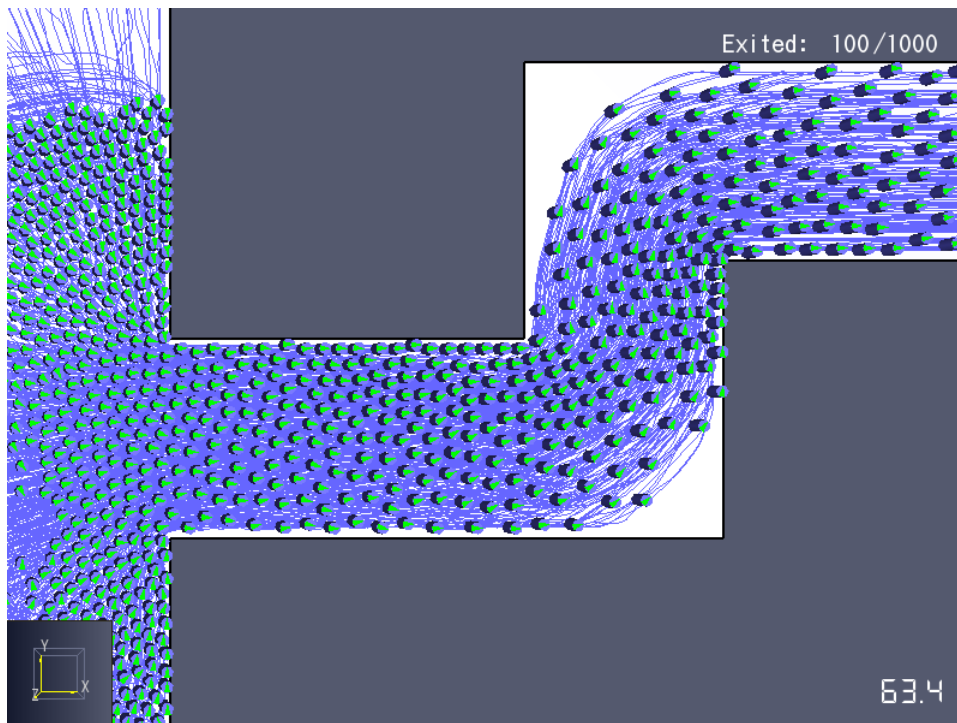


Figure 95: Steering mode showing use of the corridor.

## 8 References

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