



# *Influence of panic on human behaviour during emergency egress for tunnel fires*

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# INTRODUCTION



*... dead, injuries, structural damages and economic losses...*

## Tunnel system complexity

### Geometry

- 1 dimension longer than the other two
- Confined and closed environment
- Cross section type (n° of tubes)
- Longitudinal slope

### Traffic conditions

- Daily traffic volume
- % HGV

### Fire

- Fire load
- HRR
- Number of vehicles involved in the accident
- Type of fuel
- Position of the accident

### Safety measures

- Detection system
- Alarm system
- Sprinklers
- SOS stations
- Emergency exits
- Lay – by
- Illumination system
- Vertical signage
- Horizontal signage

### Occupant

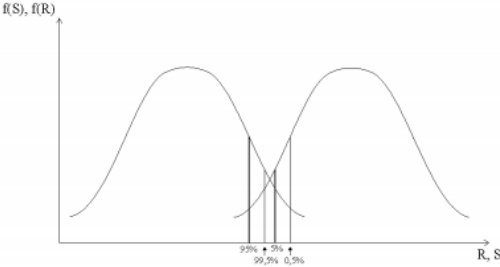

- Number of users
- Composition (gender and age)
- Psychological characteristics
- Habitual users (familiarity)
- Human behaviour
- Disabled people

# SCENARIO – BASED APPROACH

Scenario analysis is a process of analyzing possible future events by considering alternative possible outcomes, including the development paths leading to them.

Fixed data

Variables data

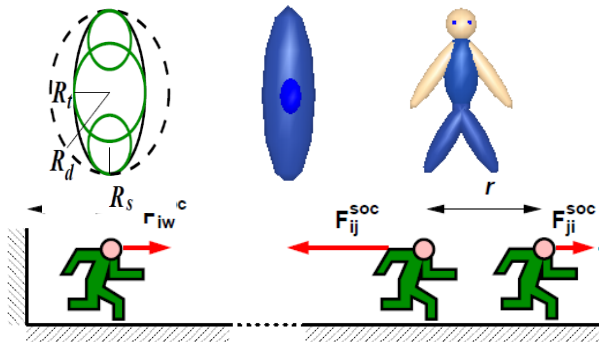
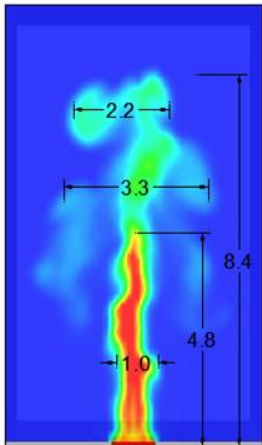
Classical Approach	LPHC Actions <i>Low Probability High Consequences</i>	Normative
<ul style="list-style-type: none"> <li>• Structural and unstructural permanent load</li> <li>• Antropic load</li> <li>• Snow, wind, seismic action</li> </ul>  <p><b>Combination (ULS)</b></p> $\gamma_{G1}G_1 + \gamma_{G2}G_2 + \gamma_P P + \gamma_{Q1}Q_{k1} + \gamma_{Q2}\psi_{02}Q_{k2} + \dots$ <p><b>Combination (SLS)</b></p> $G_1 + G_2 + P + \psi_{11}Q_{k1} + \psi_{22}Q_{k2} + \dots$	<p><b>A – Fire characteristics and safety measures</b></p> <ul style="list-style-type: none"> <li>• Position of the accident</li> <li>• Fire load (HRR)</li> <li>• Ventilation conditions</li> <li>• Presence and position of safety measures (by – passes, signage, illumination, sprinklers, detection systems, etc)</li> </ul> <p><b>B – Traffic characteristics</b></p> <ul style="list-style-type: none"> <li>• Traffic flow conditions</li> <li>• Presence of HGV</li> </ul> <p><b>C – People</b></p> <ul style="list-style-type: none"> <li>• Number of people</li> <li>• People composition (physics and psycological characteristics)</li> <li>• Human behaviour</li> <li>• Panic and familiarity with the structure</li> <li>• Presence of disabled people</li> </ul>	<p><b>ANAS Circular 2009</b> (based on D.Lgs 264/2006 and Directive 2004/54/EC)</p> 

## MODELING FIRE AND HUMAN BEHAVIOUR

<p><b>PEOPLE INSIDE THE TUNNEL</b></p>
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Situation	Tunnel environment and its infrastructures	Psycological feelings	Behaviour
<b>IDEAL</b> (Theoretical)	Complete knowledge	No fear	Perfectly rational
<b>REAL</b>	<u>Partial knowledge</u>	<u>Panic</u>	<u>Imperfectly rational</u>
	Failure in using the safety equipment	Uncorrect exit door selection	

**FDS + Evac**  
**NIST (USA) and VTT (Finland)**



$$m_i \frac{d^2 \mathbf{x}_i(t)}{dt^2} = \mathbf{f}_i(t) + \boldsymbol{\xi}_i(t)$$

$$\mathbf{f}_i = \frac{m_i}{\tau_i} (\mathbf{v}_i^0 - \mathbf{v}_i) + \sum_{j \neq i} (\mathbf{f}_{ij}^{soc} + \mathbf{f}_{ij}^c + \mathbf{f}_{ij}^{att}) + \sum_w (\mathbf{f}_{iw}^{soc} + \mathbf{f}_{iw}^c) + \sum_k \mathbf{f}_{ik}^{at}$$

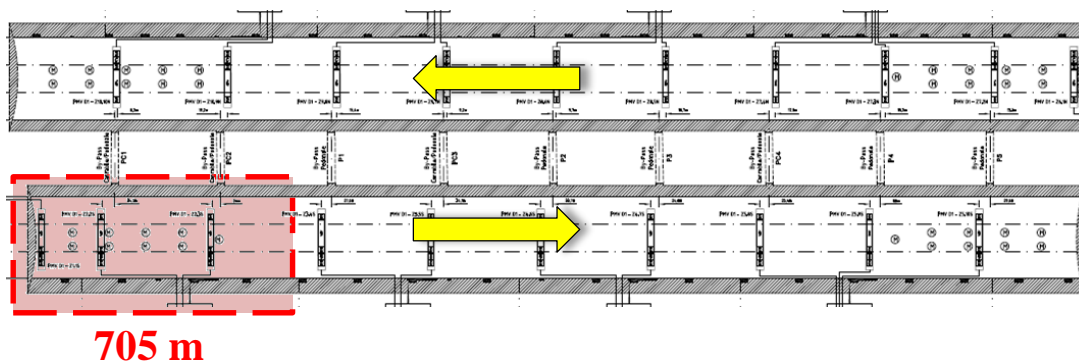
- Large Eddies Simulation (Low Mach equations)
- Movement algorithm
- Social force
- Panic model
- Reduced visibility for smoke and obstacles
- Reduced velocity for smoke, incapacitation and death
- Fractional Effective Dose concept
- Tendency to act independently or to form group
- 5 categories of humans with different physical characteristics
- 3 behavioural type (rational, conservative, herding)



# THE ST. DEMETRIO TUNNEL



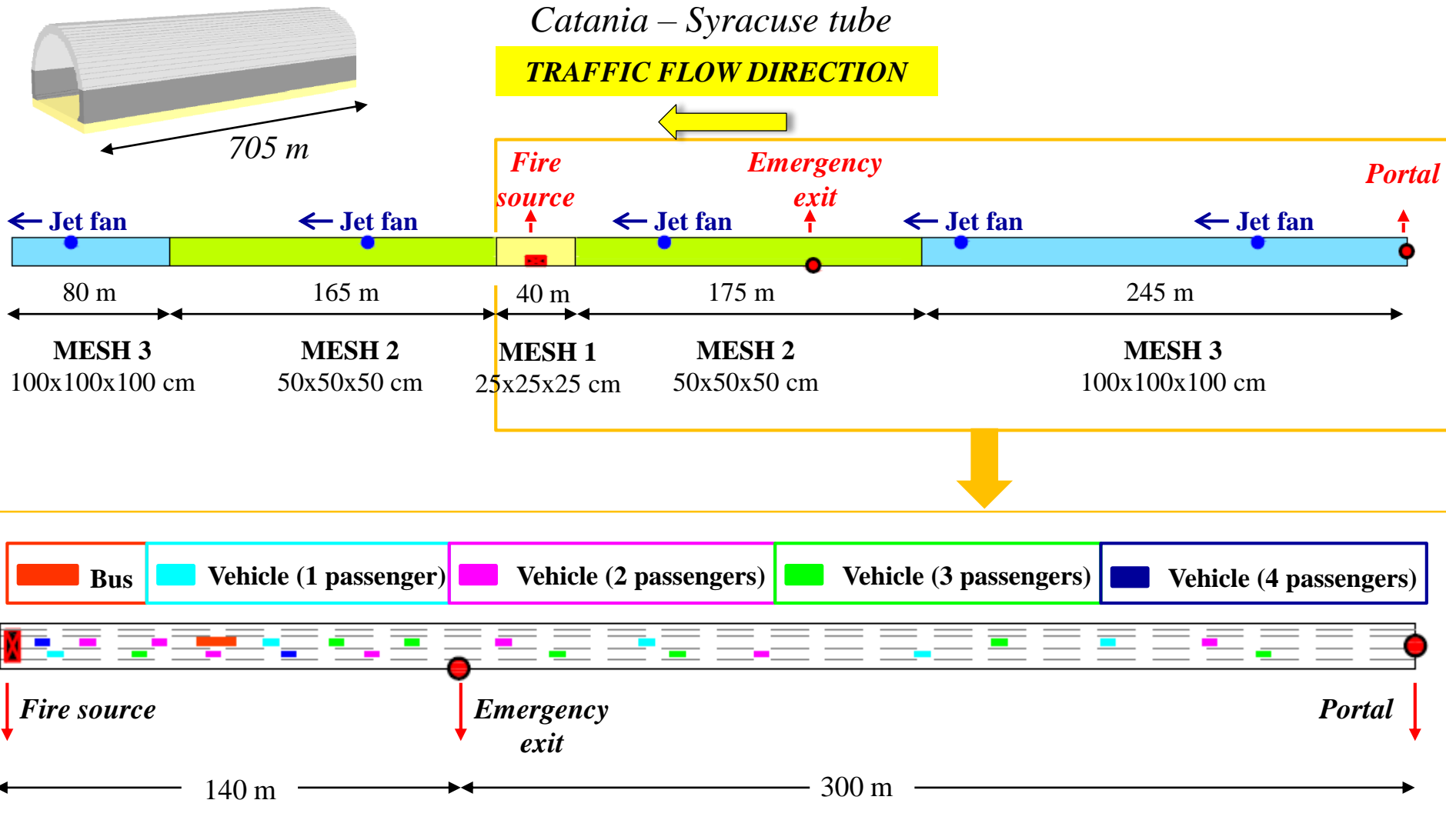
Cortesy of Eng. Luigi Carrarini, ANAS



Syracuse – Catania tube,  $L = 2948$  m

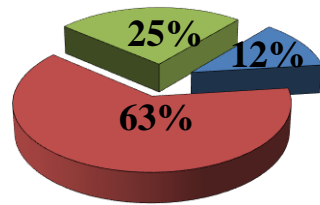
Catania – Syracuse tube,  $L = 2895$  m

# THE ST. DEMETRIO TUNNEL: *FDS+Evac* MODEL



# THE ST. DEMETRIO TUNNEL: *FDS+Evac* MODEL

## Agents composition



■ Rational ■ Conservative ■ Herding

N° tot = 100 AGENTS

- Rational : Adult
- Conservative : Male, Female
- Herding : Child, Elderly

*each category has a different exit selection preference order*

## FAMILIARITY CONCEPT

Emergency exit  
Known door  
probability = 0.5



Portal  
Known door  
probability = 1

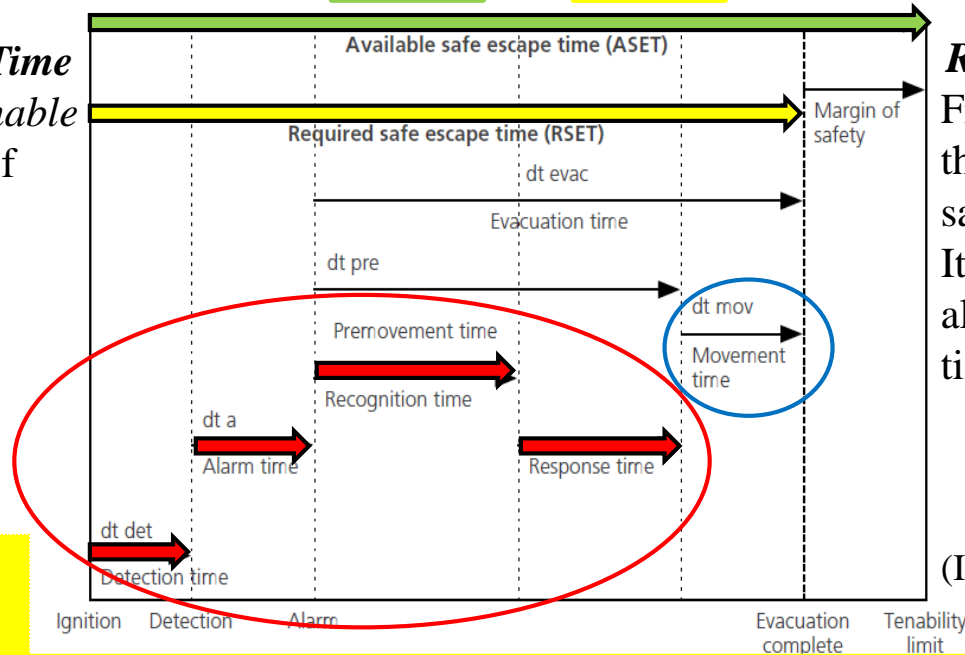


# THE PERFORMANCE – BASED APPROACH FOR EGRESS

**ASET** >> **RSET**

**Available Safety Egress Time**  
From ignition to *unsustainable* conditions for the egress of humans:

- Visibility < 10 m
- T > 60°C
- FED > 1



**Required Safety Egress Time**  
From ignition until the time the last occupant reaches a safe place.

It depends on: detection time, alarm time, pre – movement time, travel time.

(ISO 13387-8)

**HIGH LEVEL OF UNCERTAINTY**

**R  
S  
E  
T**

**Pre – evacuation  
time**

=

**Detection time**

+

**Reaction time**

+

**Movement time**

**Alarm time**

**Recognition  
time**

**Response time**

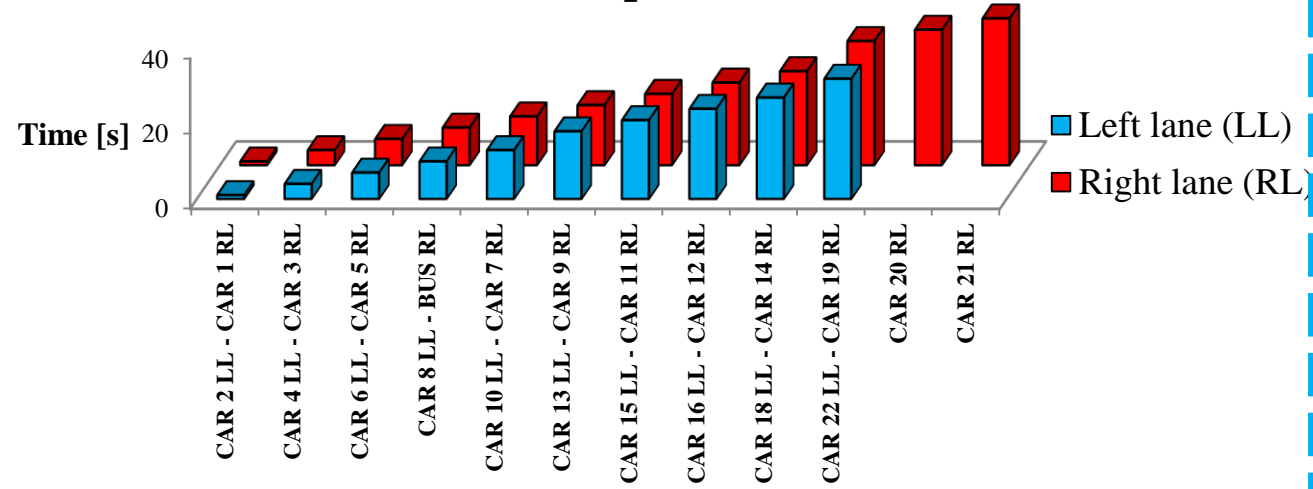
**Decision – making process**



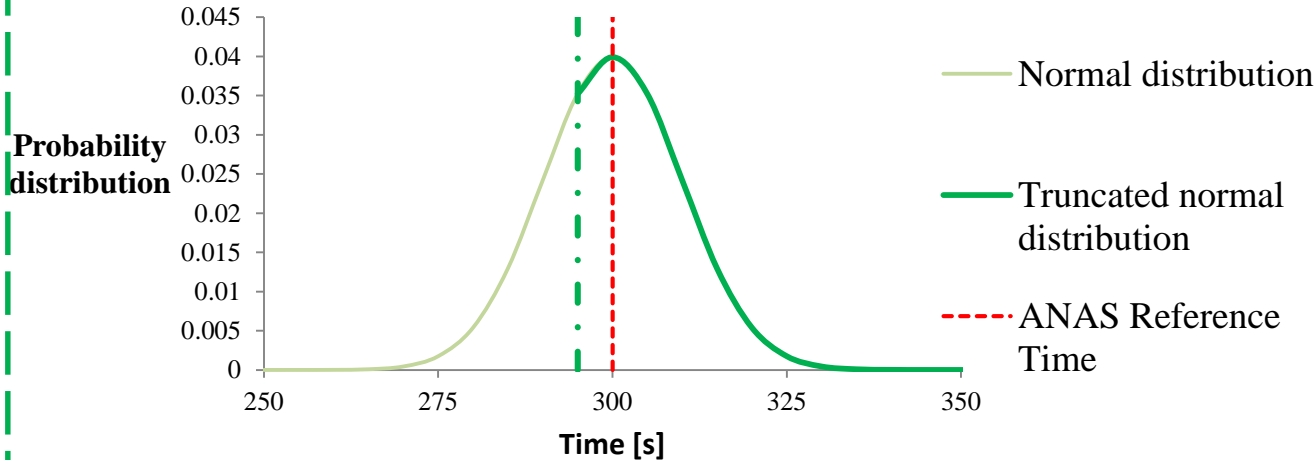
# THE ST. DEMETRIO TUNNEL: *FDS+Evac* MODEL

*Deterministic Approach* ←

## Formation of the queue inside the tunnel



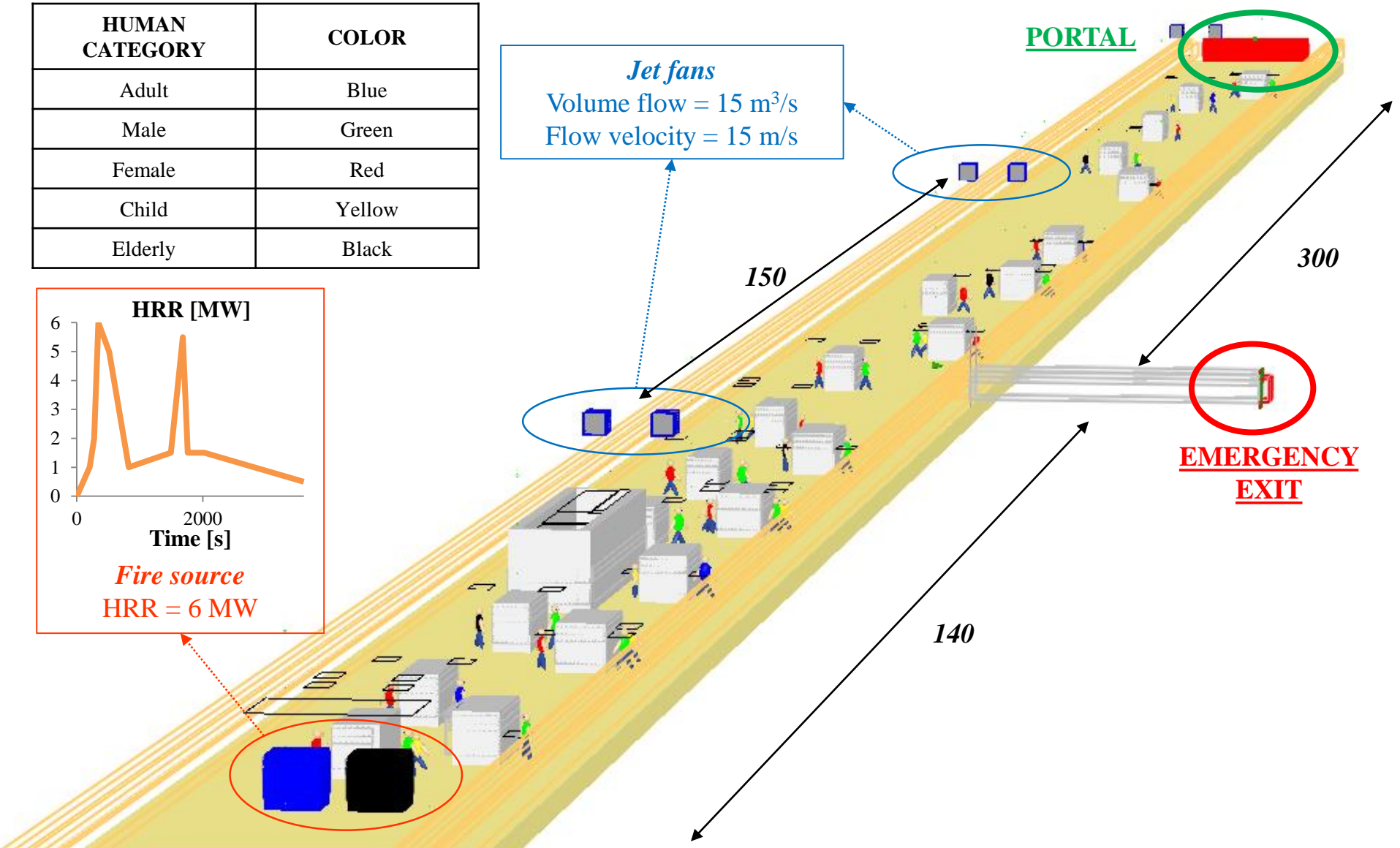
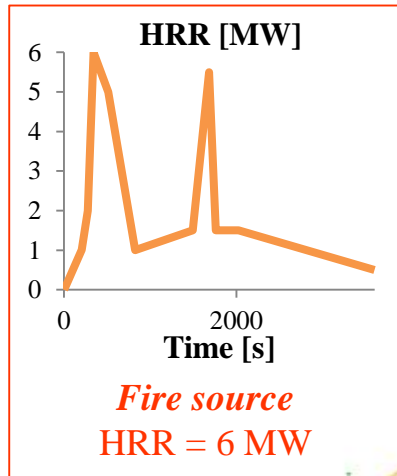
## Pre - evacuation time distribution



→ *Probabilistic Approach*

# THE ST. DEMETRIO TUNNEL: RESULTING MODEL

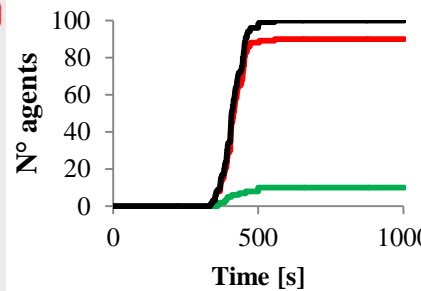
HUMAN CATEGORY	COLOR
Adult	Blue
Male	Green
Female	Red
Child	Yellow
Elderly	Black



# RESULTS

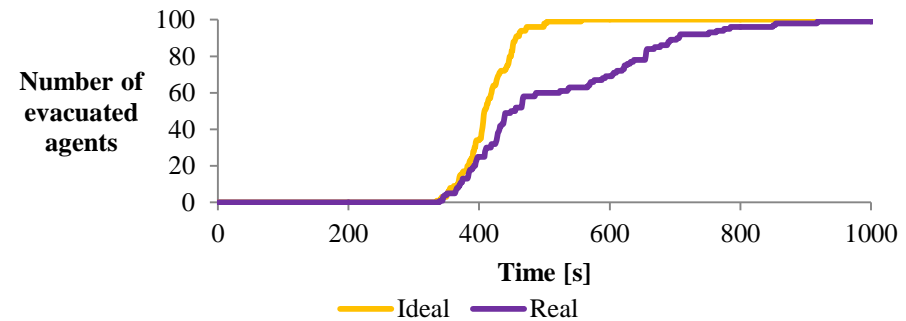
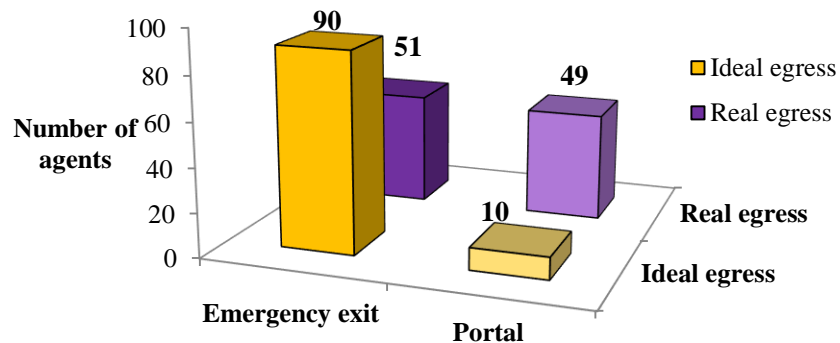
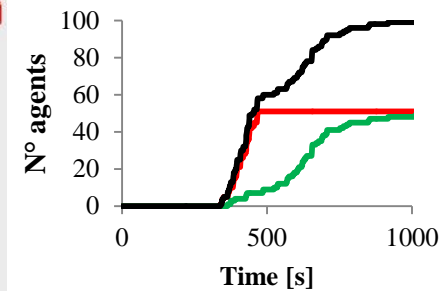
## RATIONAL BEHAVIOUR

### Ideal egress



## PANIC

### Real Egress



*"Influence of panic on human behaviour during emergency egress for tunnel fires"*

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F. Gentili

# CONSIDERATIONS

## POSITIVE ASPECTS



- The possibility of using numerical simulations for egress scenarios is important for the Safety Engineering, because it is possible to verify the **efficiency of the escape routes** of many different types of building (civil building, stadium, tunnel, etc) by controlling the most problematic streaks next to the exits.
- The FDS+Evac code is a good tool for the assessment of the emergency egress for road tunnel fires: **fire and smoke influence human motion and their effects imply different choices of the escape route, intoxication (until the death) and reduction of the walking velocity.**

## NEGATIVE ASPECTS

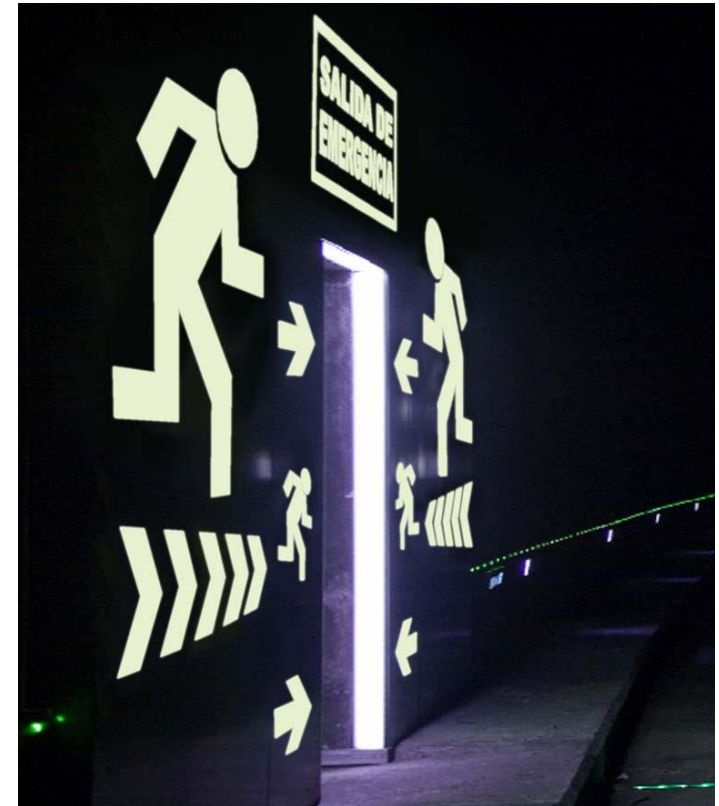


- This kind of numerical codes depend strongly on **input data**: a large number of different fire and egress scenarios should be analyzed to obtain a realistic assessment of what could happen during a fire accident.
- FDS+Evac should be run using **Monte Carlo method** (repeated sampling to determine the properties of the phenomenon). The same simulation should be run at least 12 times in order to average the results.

# CONCLUSIONS

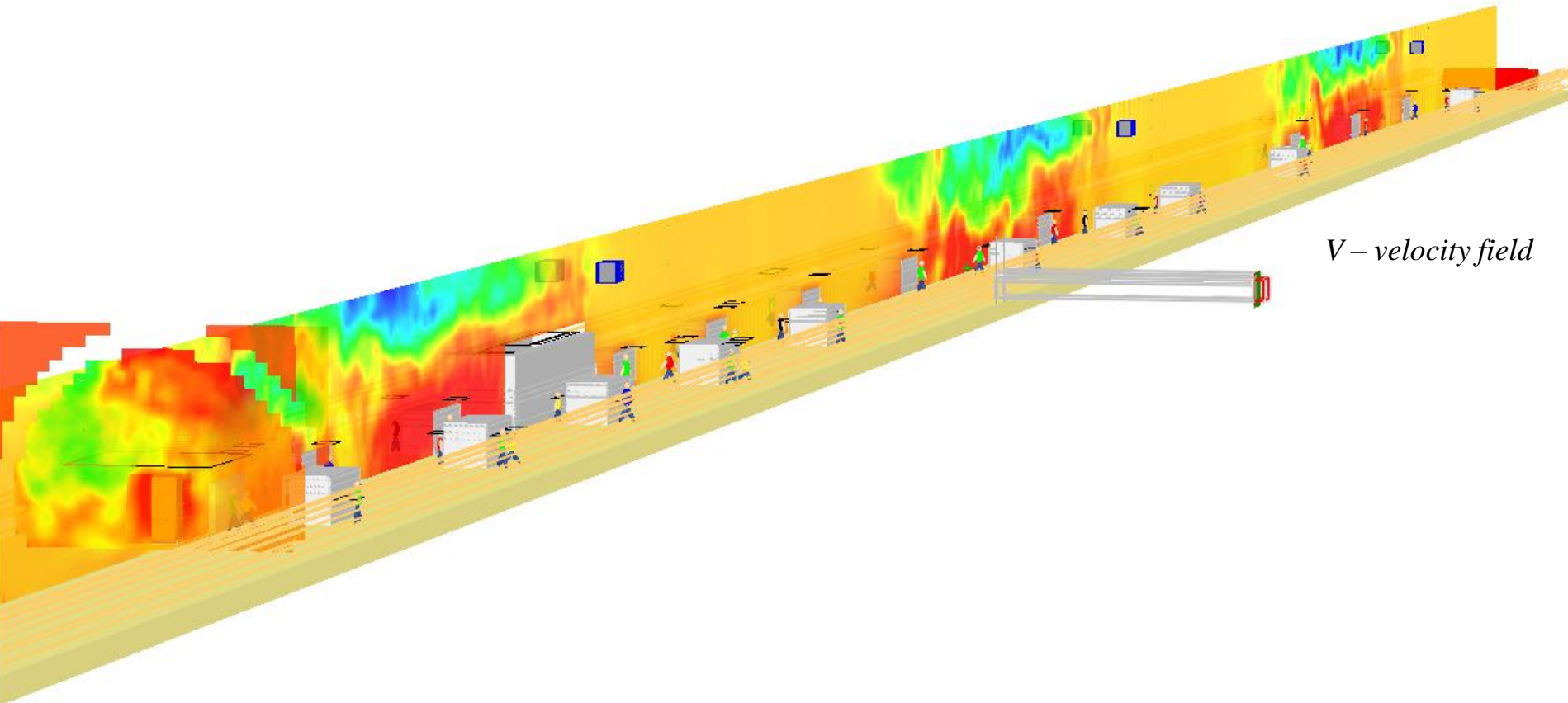
*“An adequate knowledge of human factors in the context of road tunnels optimizes safety by acting in the direction of the user, the tunnel design and more generally, the organization (tunnel operating body and emergency services).”*

(PIARC Road tunnels manual, 2011)



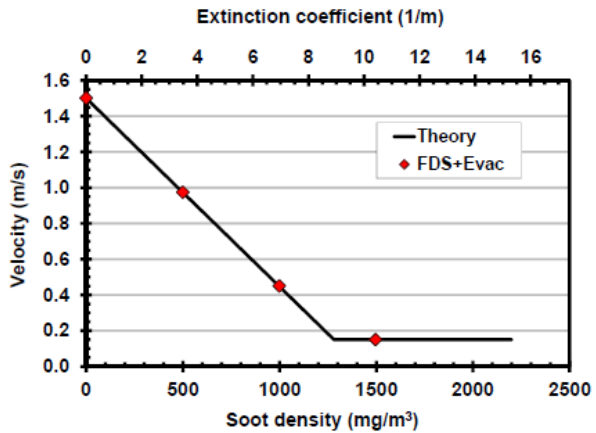
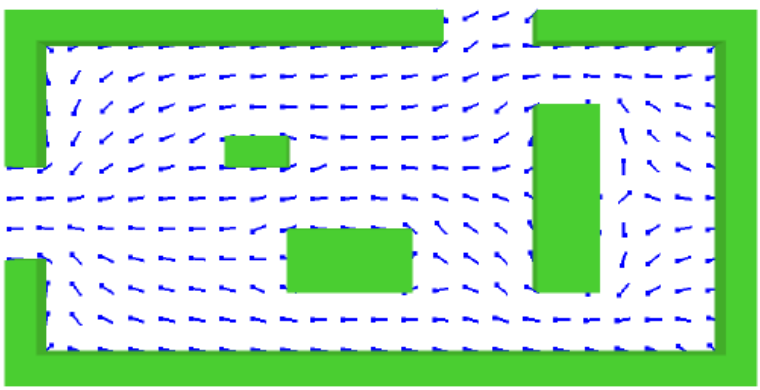


## *THE END*

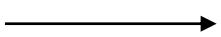


# CONCLUSIONS

- Solving a potential flow problem of a incompressible 2 – D fluid (where walls are inert and exits act as fan extracting air) → **driven flow field used by humans** to go towards the exits

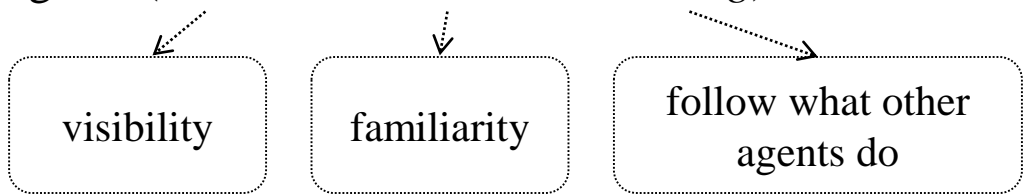


- Then, the **choice** of the exit is driven by
  - *familiarity* (i.e. known door probability)
  - *visibility* (presence of smoke or obstacles)
  - *distance* and *queue*

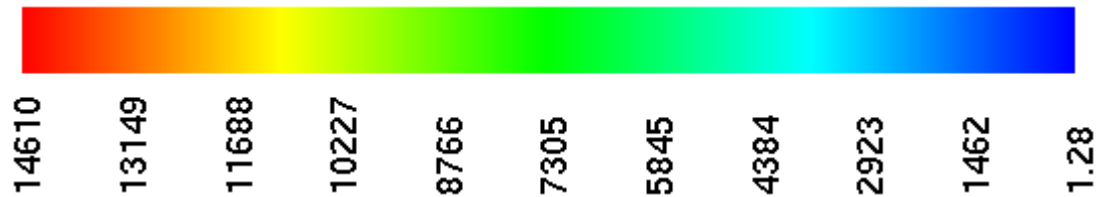


An exit can be used until  
**Visibility > 0.5 distance** (agent – exit)  
 where visibility is  $3/K$  and  $K$  is the extinction coefficient

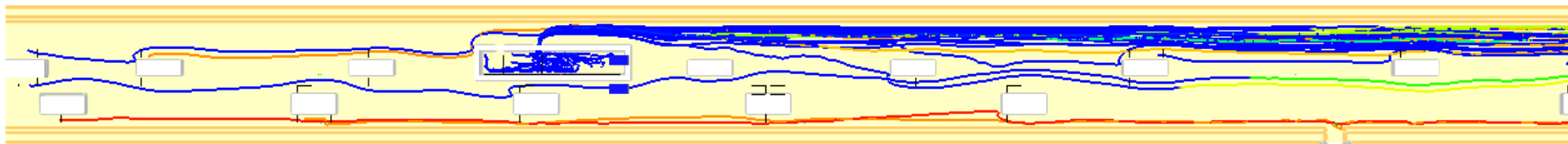
Note that the **preference order** depends on **human behaviour** assigned to the agents (*rational, conservative, herding*)



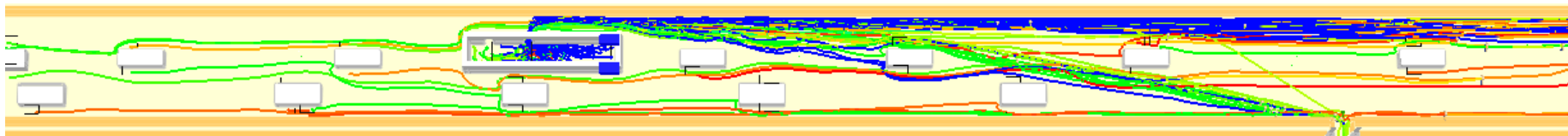
Human \_ speed  
[m/s]\*10<sup>-4</sup>  
STREAKS



t = 621 s

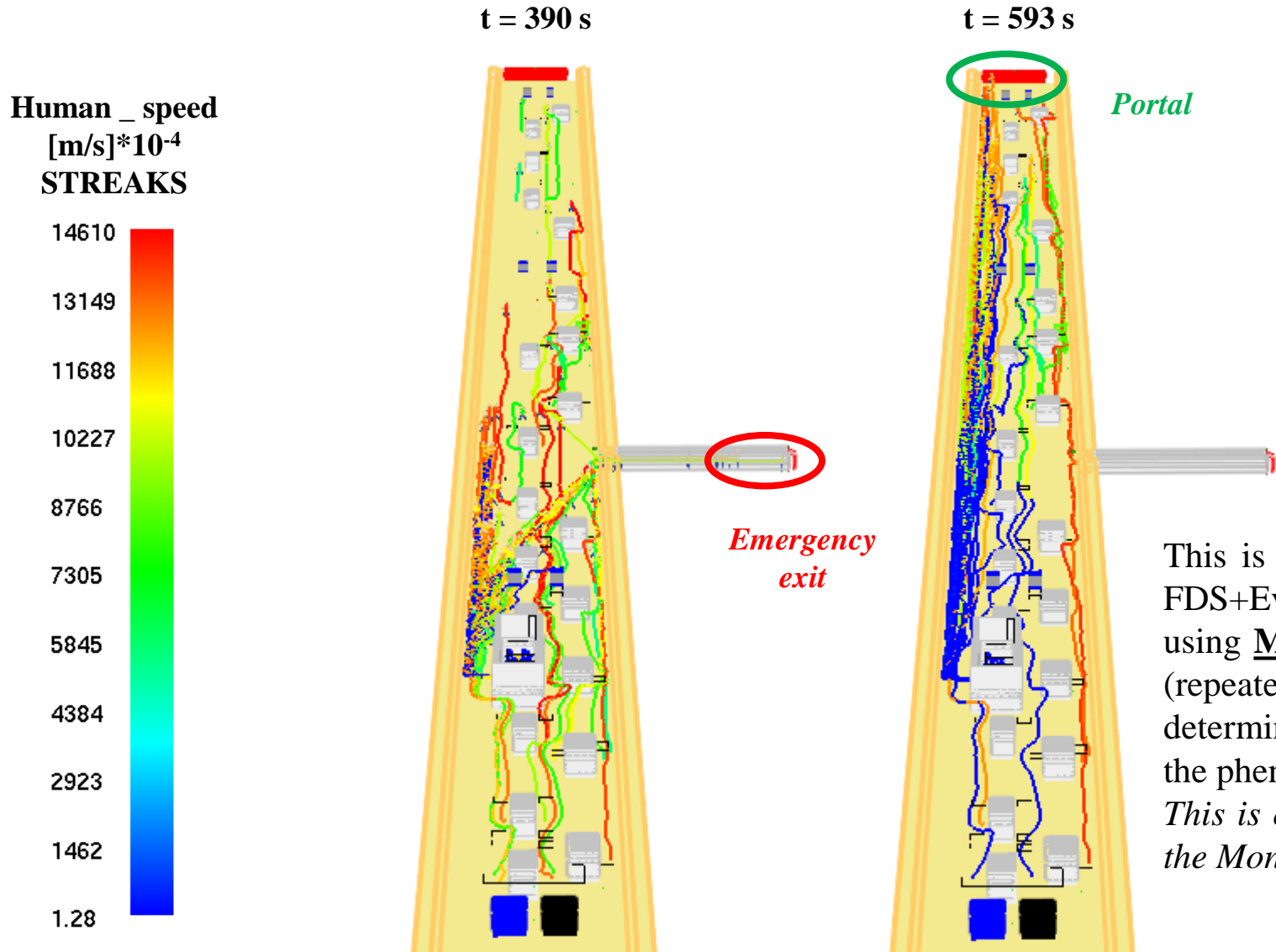


t = 435 s



- *Block* in the bus
- High velocities for people who escape through the emergency exit
- Low velocities for people in the right lane

# RESULTS (6 MW fire)



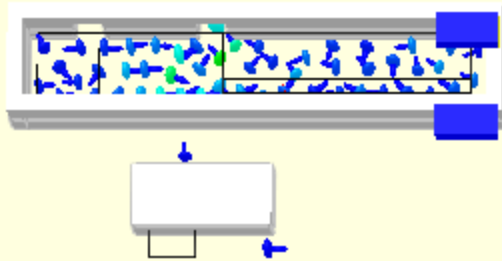
This is not a general result:  
FDS+Evac should be run  
using **Monte Carlo method**  
(repeated sampling to  
determine the properties of  
the phenomenon).  
*This is only one sampling of  
the Monte Carlo simulation.*



Human \_ force  
total [N/m]

250 225 200 175 150 125 100 75.1 50.0 25.0 0.00

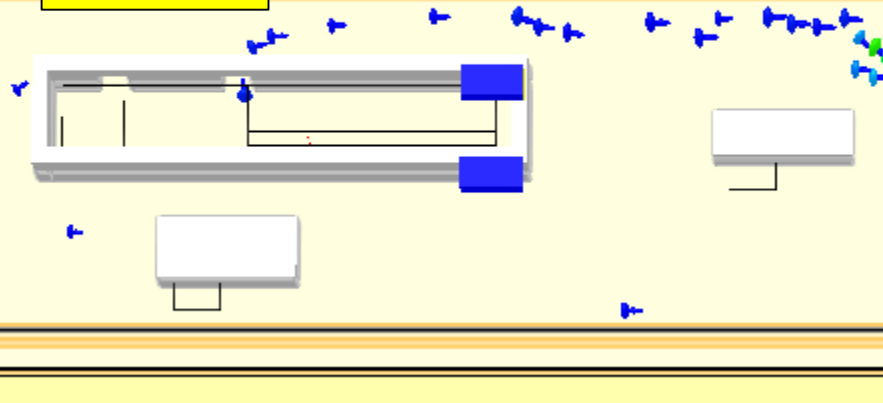
t = 300 s



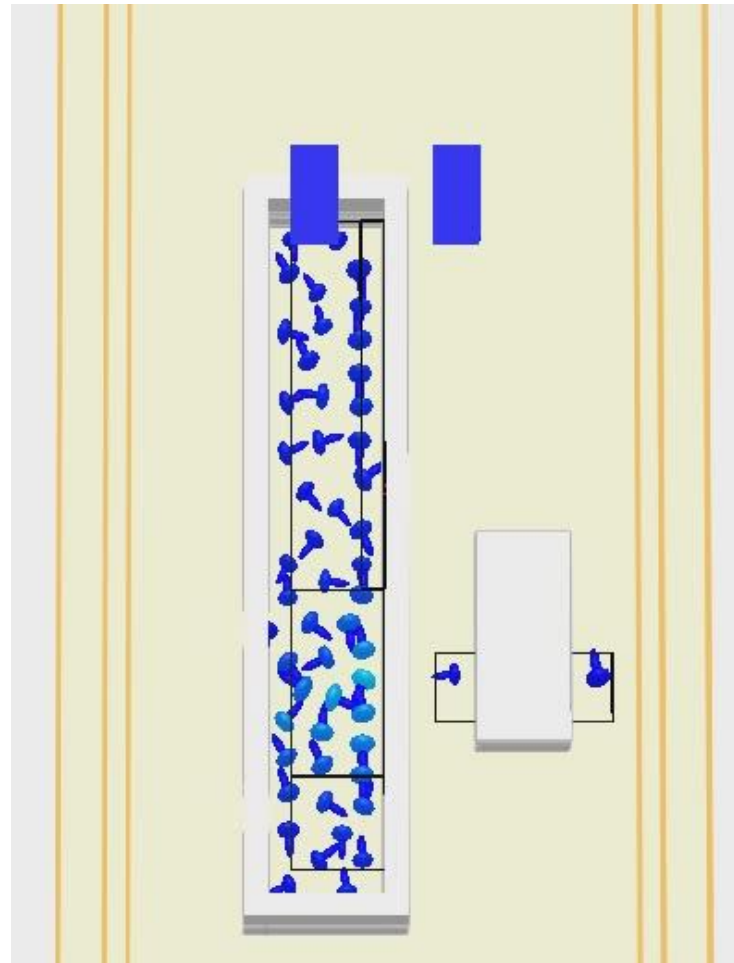
t = 327 s



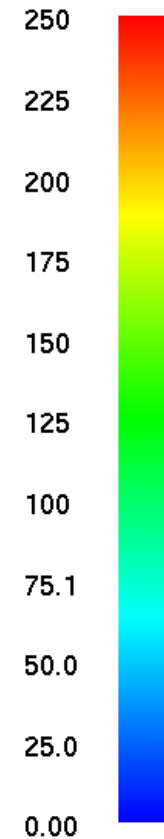
t = 360 s



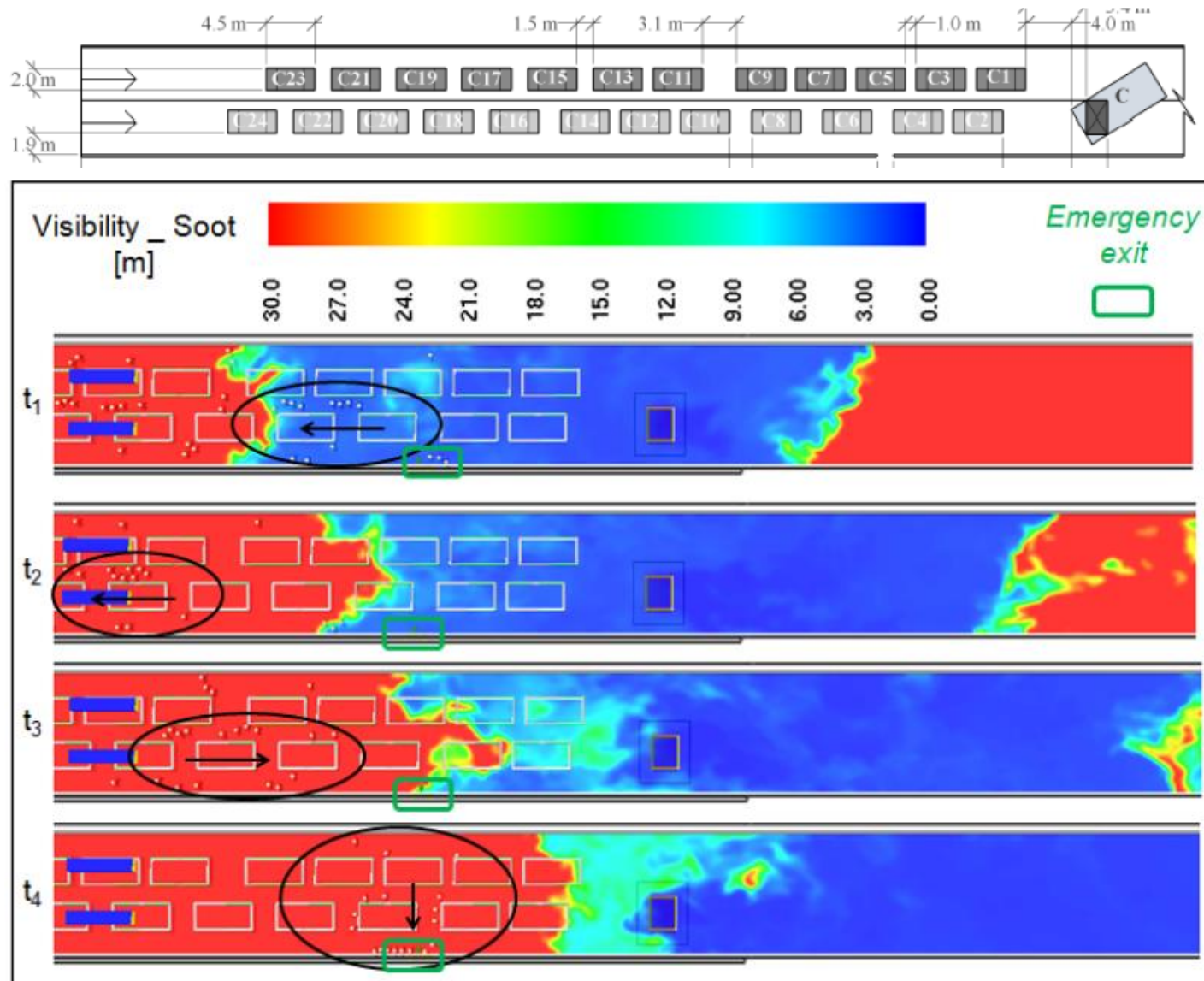
*Block in the bus*



**Human \_ force  
total [N/m]**



# FDS+Evac - Benchmark





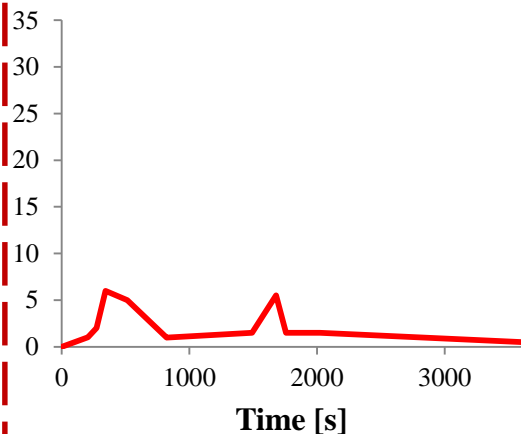
## Tempi medi impiegati dagli utenti ad abbandonare il proprio veicolo

Veicoli leggeri	300 s
Veicoli pesanti	90 s

Visibilità	Velocità [m/s]
Buona	1
Ridotta	0.5
Nulla	0

# SCENARIOS

HRR [MW]



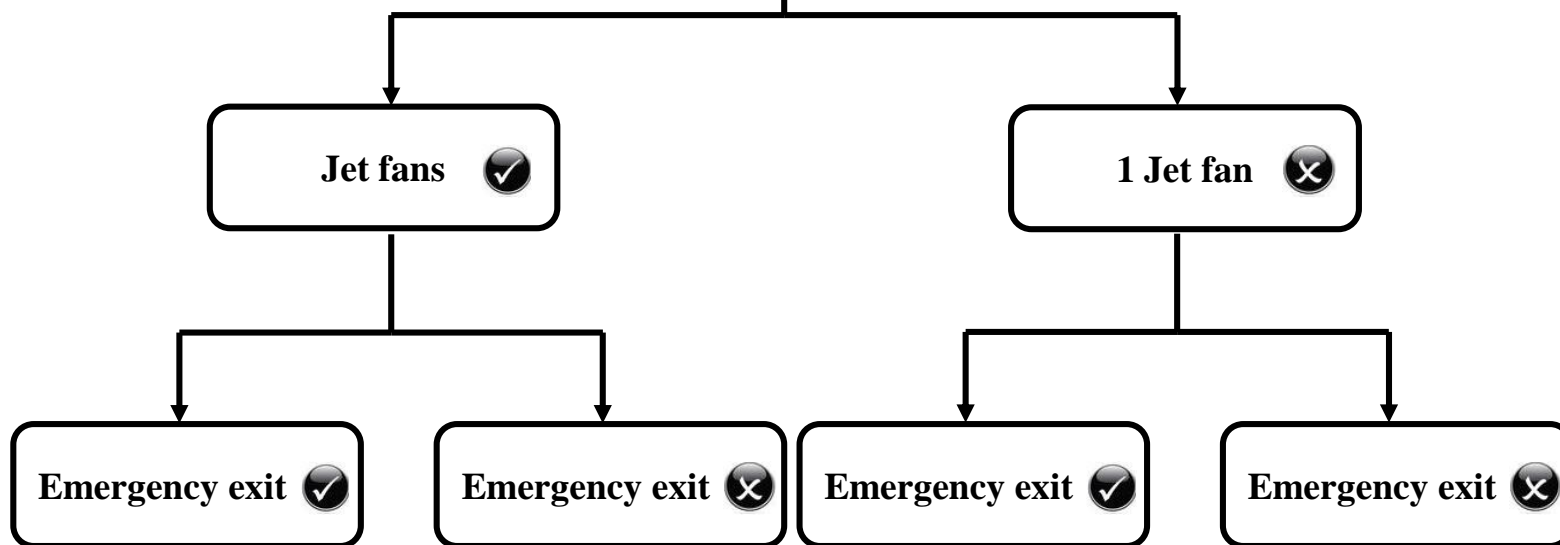
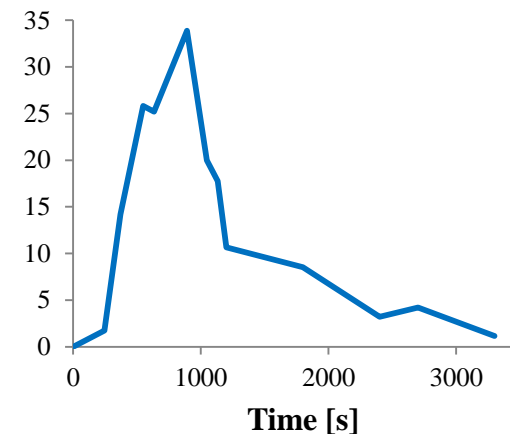
- *Ideal behaviour*
- *Real behaviour*

**2 – CARS FIRE  
(6 MW)**

- *Real behaviour*

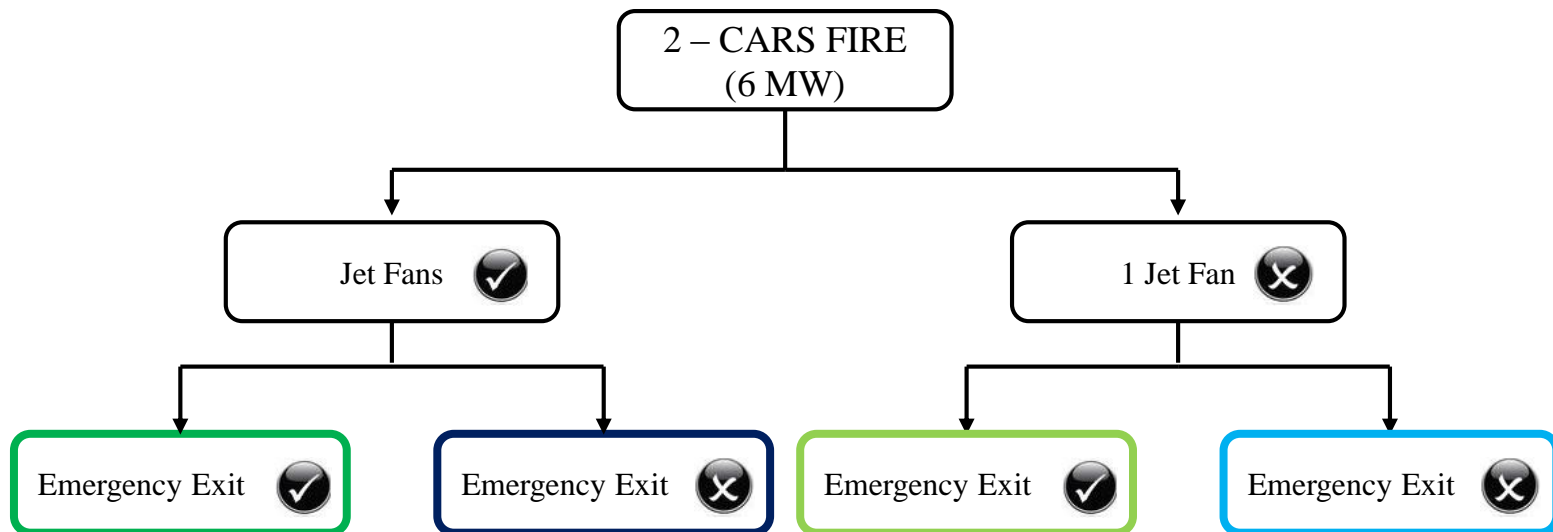
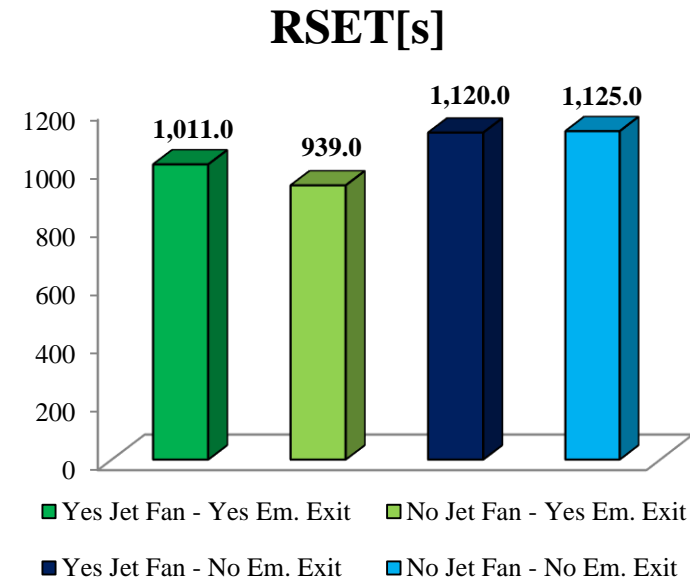
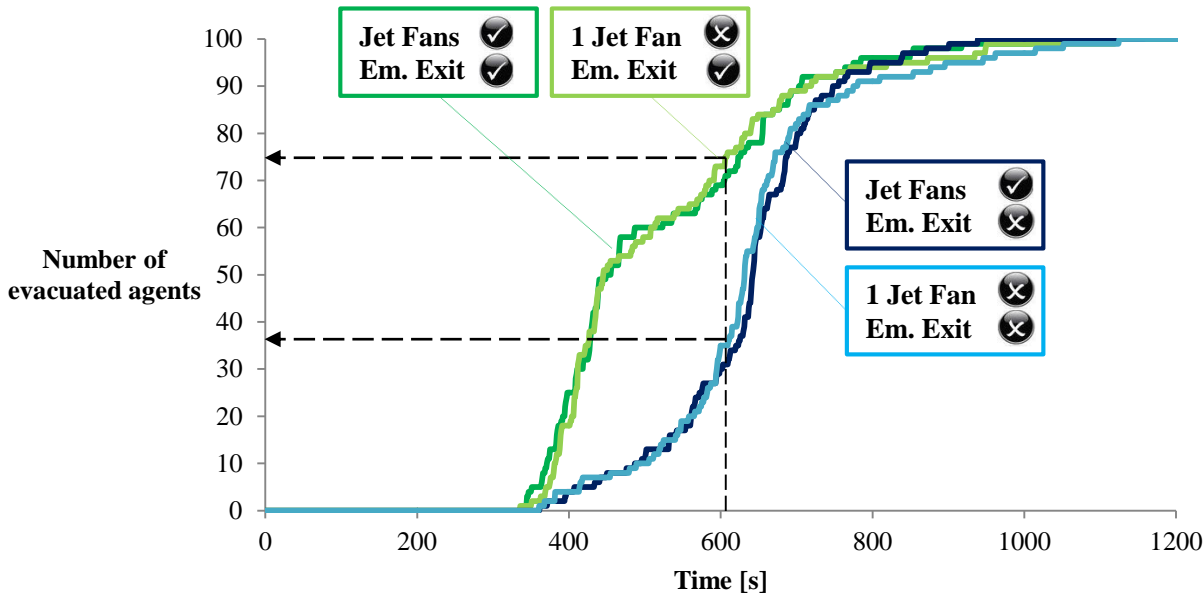
**BUS FIRE  
(30 MW)**

HRR [MW]

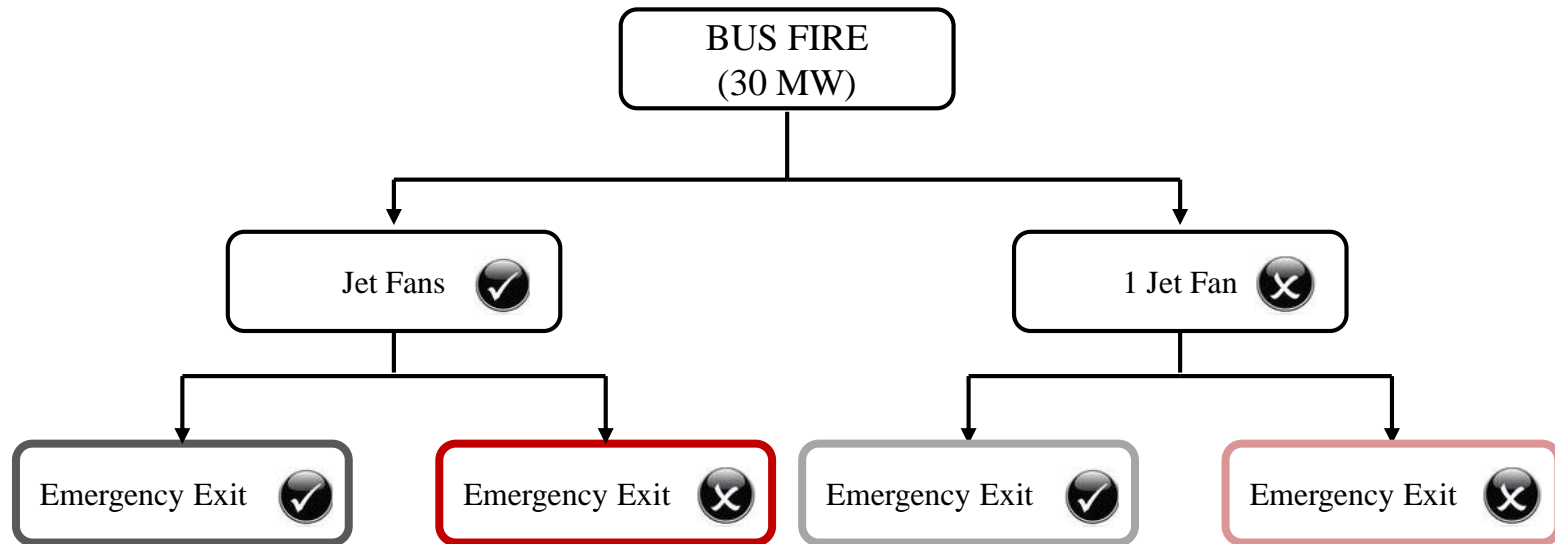
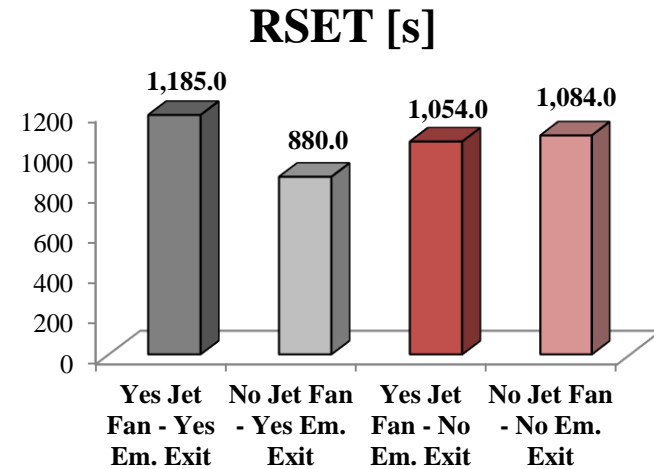
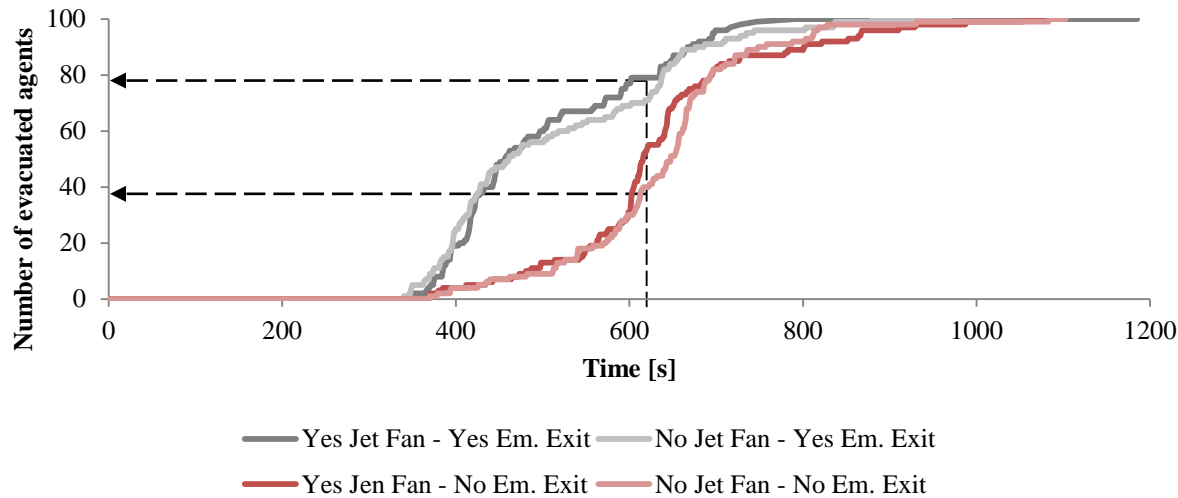




# RESULTS (6 MW fire)



# RESULTS (30 MW fire)



# RESULTS (30 MW fire)

## *Bus fire – 1 jet fan off*

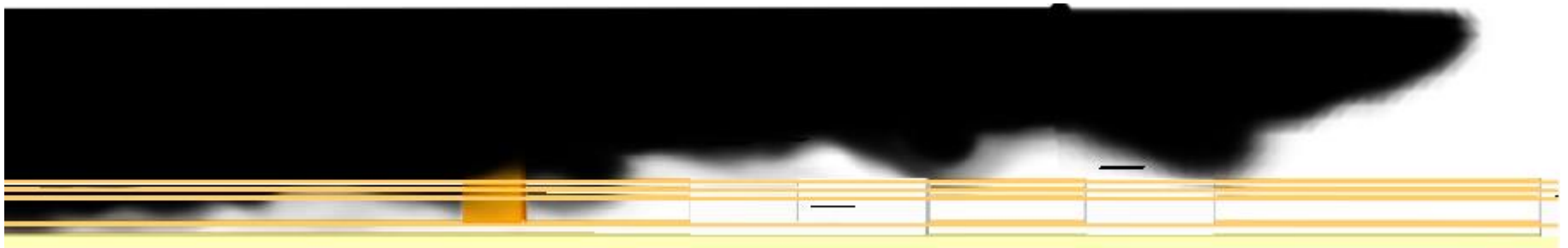
$t = 418 \text{ s}$



$t = 594 \text{ s}$



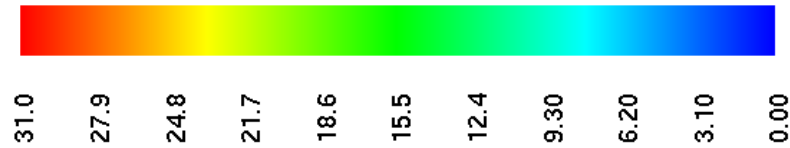
$t = 720 \text{ s}$



# RESULTS (6 MW fire)

- **Visibility \_ soot [m] at z = 1.6 m**

high visibility upstream the fire source during the egress time

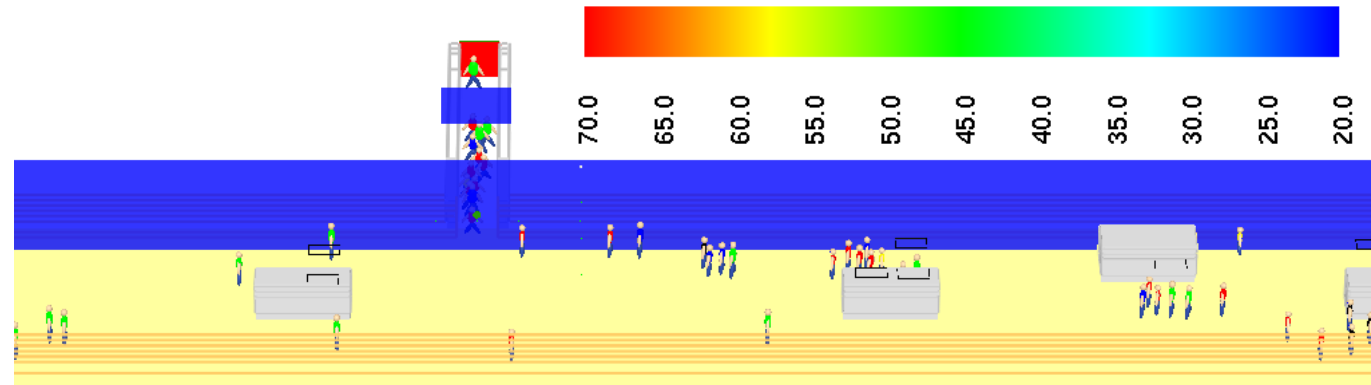


- **Humans FED ~ 10<sup>-5</sup>**

very low value, even for those scenarios with 1 jet fan off (emergency ventilation is so strong that there are no problems of intoxication)

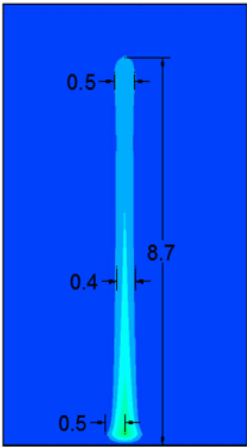
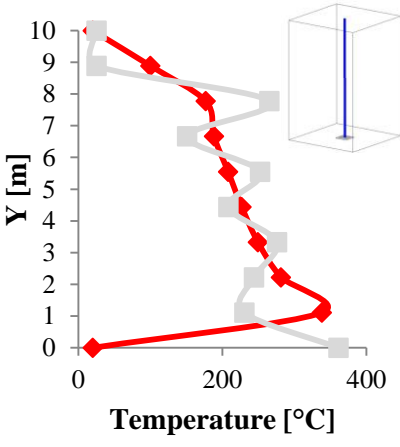
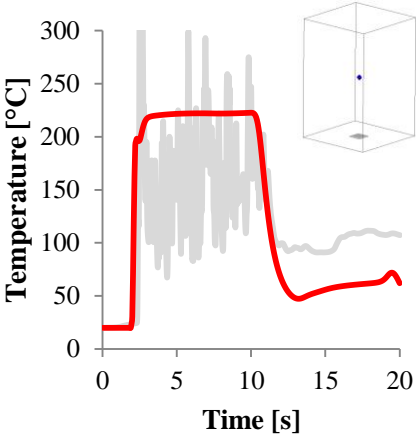
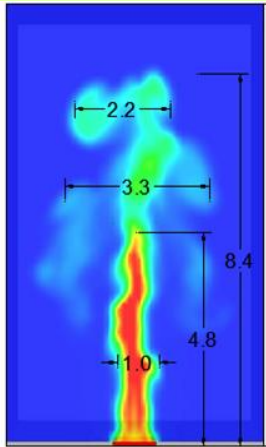
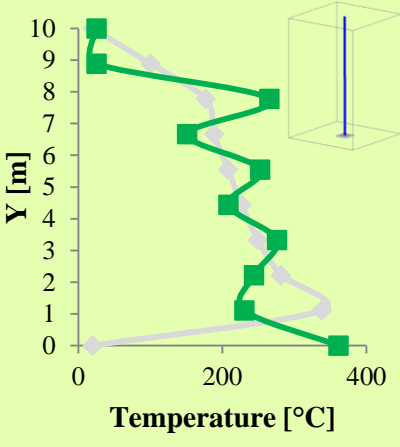
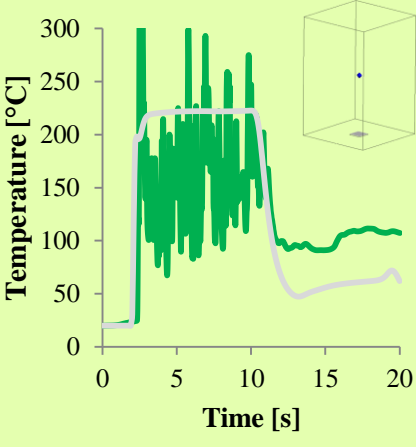
- **Temperature slice [°C]**

low value (< 60°C) next to the emergency exit



**ASET >> RSET  $\forall$  considered scenario**

# COMPARISON BETWEEN NUMERICAL CODES

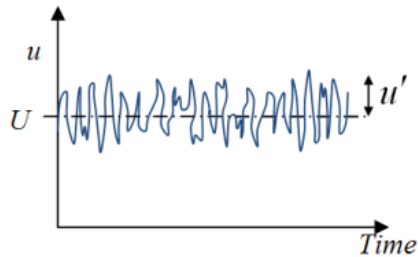
	Spatial aspects	1D - aspects	Temporal aspects	Code and computational cost
<b>RANS</b> <i>Reynolds Average Navier Stokes</i>				<b>ANSYS FLUENT</b> 20 cm – mesh → 8 hours of simulation
<b>LES</b> <i>Large Eddy Simulation</i>				<b>FDS</b> 20 cm – mesh → 1 hour of simulation <div style="border: 1px dashed black; padding: 5px; display: inline-block;">+ Evac</div>



# COMPARISON BETWEEN NUMERICAL CODES

	<b>FLUENT</b> <i>(developed to study problems typical of <u>mechanical engineering</u>)</i>	<b>FDS</b> <i>(developed to study problems typical of <u>civil engineering</u>)</i>
<b><u>ADVANTAGES</u></b>	<ul style="list-style-type: none"> <li>• GUI (Graphical User Interface) that permits modeling of complex geometries</li> <li>• available different types of 3D – cells (tetrahedron, hexahedron, pyramid, prism, polyhedron)</li> <li>• structured and unstructured mesh</li> </ul>	<ul style="list-style-type: none"> <li>• non – iterative algorithm (based on CFL)</li> <li>• it solves Low Mach equations</li> <li>• less computational cost</li> <li>• LES simulation</li> <li>• a coarse grid gives good results</li> <li>• simple to use for civil engineering (it uses radiation and chemistry models, calibrated on experimental data)</li> <li>• it is FREE!!</li> </ul>
<b><u>DISADVANTAGES</u></b>	<ul style="list-style-type: none"> <li>• iterative – algorithm</li> <li>• high computational cost</li> <li>• RANS simulation (because of the computational cost, that grows quickly)</li> <li>• a fine grid is necessary to obtain good results</li> <li>• difficult to use for civil engineering (it requires the definition of chemistry, radiation and turbulence models)</li> </ul>	<ul style="list-style-type: none"> <li>• it does not have a GUI (it requires to write an input text file..)</li> <li>• it does not permit modeling of curved geometries because it allows only rectangular grid and prismatic finite volumes</li> </ul>

It is the oldest approach to turbulence modeling. An ensemble version of the governing equations is solved, which introduces new *apparent stresses* known as Reynolds stresses. This adds a second order unknown tensor for which various models can provide different levels of closure.



It is based on the decomposition of a quantity in “averaged part” and “fluctuant part”  $\rightarrow u = U + u'$

The average of the fluctuant part is zero: by applying the Reynolds average to NS Equations (where  $u$  is expressed as  $U+u'$ ) it is obtained a new system of equations.

Reynolds stresses tensor depends on  $u'$ : it is unknown and has to be modeled  $\rightarrow$  Boussinesq hypothesis : the tensor has the same structure of molecular stresses tensor (a term depending on  $\nu_T$  appears)  $\rightarrow$  k –  $\epsilon$  model : it assumes that  $\nu_T = c_\mu k^2 / \epsilon$  and it expresses  $k$  and  $\epsilon$  by writing two transport equations (*the model has 5 constants of calibration*)

It is a technique in which the smallest scales of the flow are removed through a filtering operation, and their effects are modeled using *subgrid scale models*. This allows the largest and most important scales of the turbulence to be resolved, while greatly reducing the computational cost incurred by the smallest scales.

- Define the filter function (Box or Gauss) that cuts the fluctuations of velocity  
 $\rightarrow u = u \text{ (filtered)} + u \text{ (residual, of sub-grid)}$
- Apply the filter to NS Equations  $\rightarrow$  Filtered equations
- Model the unknown terms of the filtered equations (Sub Grid Models)
  - Smagorinsky *Eddy – Viscosity* model (it models the effects of residual scale *by increasing the viscosity*)

It treats the residual stresses tensor such as molecular tensor and it models the term of residual kinematic viscosity by using *a constant of calibration*  $C_s$

-Solve

This method requires greater computational resources than RANS methods, but is far cheaper than DNS.