

Computer Models For Fire and Smoke

<i>Model Name:</i>	EXITT
<i>Version:</i>	1.0
<i>Classification:</i>	Egress model
<i>Very Short Description:</i>	EXITT is a node-and-arc type egress model for residential applications. From user selected initial positions people move via the shortest path toward a goal. The unique part of EXITT is the behavioral rules that strongly affect actions and time needed to exit.
<i>Modeler(s), Organization(s):</i>	Harold (Bud) Levin (retired) NIST, Building and Fire Research Lab, Gaithersburg, MD (USA)
<i>User's Guide:</i>	Documentation included in the HAZARD I package
<i>Technical References:</i>	Documentation included in the HAZARD I package
<i>Validation References:</i>	-----
<i>Availability:</i>	Distributed only as part of HAZARD I
<i>Price:</i>	-----
<i>Necessary Hardware:</i>	see HAZARD I
<i>Computer Language:</i>	Basic
<i>Size:</i>	see HAZARD I
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<i>Detailed Description:</i>	

EXITT's node-and-arc movement model and shortest path algorithm is typical for egress models. The unique part is the behavioral rules that were developed from interviews with survivors of fires recounting their actions. Actions are associated with family groups and include adult males investigating while adult females going to children, young children hiding and awaiting instructions. Investigation proceeds until an unambiguous confirmation of fire such as seeing the fire or smoke, or meeting a person who has, is received. Movement speed is affected by smoke density. These behaviors have a very significant impact on the time needed for safe egress and, as such, are an important factor in judging safety in residential fire scenarios.