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Crowd Management for Quad Day

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Event: Quad Day

Planning phase: Spring 2020

Event date: September 2020

Topic: Traffic measurement, estimation, planning, and control for special events





Summary and Recap

Objectives and Concerns

- Better traffic flow & management in the Quad
 - Allow more people to participate in activities (accessibility)
 - Allow people to get to their activities fast(mobility)
- Alleviate congested areas:
 - Popular booths
 - Demonstration regions
- Options and restrictions
 - Adding new pavements over the lawn is NOT preferred
 - moving the booths onto the lawn is NOT preferred
 - Extending the Quad Day to two days is an option
 - Moving some of the booths to the South Quad is an option
- Remaining Questions
 - What adjustment to the Main Quad is feasible?
 - Adding barriers/guiding facilities?
 - Relocating/clustering booths?
 - Enforcing one-ways?

Research Plan

- Benchmarking Status quo of current Quad Day
 - Demand estimation
 - Route generation
 - Finite element analysis
 - Simulation
- Proposed Solutions
 - What adjustment to the Main Quad is feasible?
 - Relocation of booths
 - Adding barriers
 - Extending operation area
 - Extending time

Benchmarking

- Abstract graph from popular clusters
- Total duration: 11 AM 4 PM
- Peak hour: 12 PM 2 PM
- Assume 20,000 people visited throughout the duration, and peakhour flow takes 30 % of total flow.
- Where do congestions form and how does the composition of visitors affect the pattern?
 - Assume background traffic of 2400 people/hour uniformly distributed.
 - Categorized flow of 4000 people/hour on specific routes.



Benchmarking – Touring 1







Metric	Measure
Max Density	0.15 (#/ft ²)
Max Delay	82 (sec)
% Stopping	6%
Median	2.82(ft/sec)

Benchmarking – Touring 2





Metric	Measure
Max Density	0.15 (#/ft ²)
Max Delay	113 (sec)
% Stopping	12%
Median Speed	2.67(ft/sec)

Benchmarking – Carnival games & Food



Metric	Measure
Max Density	0.17 (#/ft ²)
Max Delay	169 (sec)
% Stopping	19%
Median Speed	2.32(ft/sec)

Benchmarking – Pre-professional and Academic



Benchmarking – Athletic & Recreation





Metric	Measure
Max Density	0.18 (#/ft ²)
Max Delay	237 (sec)
% Stopping	36%
Median Speed	1.37(ft/sec)

Benchmarking – Combination

Uniform combination of the 5 routes + background traffic



Metric	Measure
Max Density	0.18 (#/ft ²)
Max Delay	142(sec)
% Stopping	14%

Proposed Solutions

- We use the **Athletic & Recreational route** as illustration, with intuitive rearrangement.
- The optimization procedure will be designed to achieve optimality.

Options:

- Relocating booths
 - Consider allocating popular booths on wide walkways / closer to entrance for easier access.
 - Consider further clustering relevant booths to form short routes for dedicated visitor groups.
- Adding barriers
 - Use barriers to reject some "bad" routes that are likely to generate counterflow and queue.
 - Block over-popular links/entrances(such as one next to a bus stop) to avoid concentration.



Proposed Solutions – Relocating booths



Proposed Solutions – Adding Barriers



Further Questions and Suggestions

- Improvement options
 - Provide students with proposed routes (with flyers or map stands)
- Data Needs
 - Quantified origin-destination demand
 - Number of registered members of each RSO (this indicates popularity, and can be used adjoint with the map from last year to estimate traffic)
 - Number of food/drinks/other giveaways distributed in previous years as indicators of number of attendees.
 - Relative popularity of booths
 - Relative popularity of entrances
 - Specific range/layout if extending activity area
 - Budgets and restrictions
 - Lawn restoration if using lawn area is considered
 - Utilizing south quad if considered (Power extension, generators, etc.)