Table S1. The collective movement simulation algorithm. The algorithm was developed in conjunction with the movement model for the original work and was rewritten for use in this work.

1: Leader ← EarliestInitiator( Group ) \( \triangleright \) Get the initiator
2: Departed ← {Leader}
3: Remaining ← Group – {Leader}
4: while Remaining \( \neq \) \( \emptyset \) do \( \triangleright \) Process all the nonparticipants
5: \hspace{1em} Follower ← FindEarliestFollower( Remaining ) \( \triangleright \) Get the first follower
6: \hspace{1em} cancelTime ← CalcCancelTime( Leader )
7: \hspace{1em} if Follower follows before Leader cancels then \( \triangleright \) Which happens first?
8: \hspace{2em} Departed ← Departed + {Follower}
9: \hspace{2em} Remaining ← Remaining – {Follower}
10: \hspace{1em} else \( \triangleright \) Leader cancels before follower follows
11: \hspace{2em} break
12: \hspace{2em} end if
13: \hspace{1em} end while