



Seminar Series Hilary Term 2010 "Complexity and Systemic Risk"

### **Anticipating Future Complexity:**

Models for Understanding and Forecasting Futures for Cities

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#### **Outline**

- About Urban Models: Different Types, Styles,
   Many Different Conceptions of Cities
- Key Challenges
- Symbolic Models: Land Use Transportation
   Interactions: LUTI Models for Greater London
- Iconic Models: Visualising City Form
- Blending and Integrating Urban Models:
   Unanticipated Consequences





# About Urban Models: Different Types, Different Styles, Different Conceptions of Cities

Many types of models – essentially mathematical or physical and this depends on the degree of abstraction

The more the abstraction, the less physical or real Classifications: broadly into iconic and symbolic <a href="Iconic">Iconic</a> – the focus is on representation, often superficial <a href="Symbolic">Symbolic</a> – the focus on structures and processes, on dynamics and change: mathematical modelling





The history of our field is that the early beginnings of modelling in the 1950s were essentially symbolic models using the numerical processing power of early computers

And gradually the physical has come to be modelled using CAD

There is now a massive mix of styles involving the entire spectrum of representations from highly symbolic math representations of cities to highly physical, from urban economic theory to empirical functionalism





There are also conceptual differences between what in cities should and/or can be 'modelled' or 'simulated',, and there are conceptual models that do not make any attempt at empirical verification,

Here we will focus one style of model that is verifiable in some sense, within the existing classical scientific method – observation, tuning/calibration, verification, validation by taking the model elsewhere to see if it performs, and then forecasting/prediction. But even this type of classical science is up for grabs because of overwhelming variety and complexity





There are at least three classes of symbolic urban model – generic types

Aggregative, static land use transport models (LUTI) using ideas from urban economic theory and social physics to simulate flows and locational activity

**Disaggregate, dynamic generative models** of a physical type which focus on development and morphology like CA models

Individual models – agent based models that focus on the dynamics of individual spatial choice, microsimulation





#### Key Challenges

Models originally focussed on urban growth and transportation but the focus is rapidly changing to consider key issues of *Climate Change* - based on rising sea levels, heat islands and so on, and *Energy Change*, the current obsession with fossil fuels and their depletion, *Demographic Change* – aging and the changing balance of economic support and health care, *Environmental Degradation*, through pollution, and to an extent *Regeneration* 

There is now wide recognition that all issues cannot be captured in one model.





# Symbolic Models: Land Use Transportation Interactions: LUTI Models for Greater London

We will spend a lot of time on traditional urban models

– LUTI – and not on generative or ABM models,
although complexity theories tend to be more
focussed on these latter modelling styles and types.
On generating urban activity from the bottom up
But first some background on what our Greater London
model is all about





We are concerned in this model with long term prediction – climate change out 50 to 100 years from now, aging, transitions in energy use and transport technology

In general, the longer the time horizon for prediction, the greater the uncertainty that detail in the model is required. Longer time horizons perhaps mean simpler models. It is complicated enough as you will see.

More robust models are needed and there is little point in developing very detailed and intricate models which require huge data resources.





Hence we are using equilibrium models of how people make locational decisions where we assume the system adjusts over long time periods

For 50 to 100 years, there are well known if not well established predictions of physical change – climate change, in our case, rising sea levels.

Thus the model is comparative static – to forecast small area population change that we assume adjusts over 50 or 100 years. Contestable yes

The model also needs to be intelligible to a wide variety of professionals and experts and we use extensive visualisation of how these things work





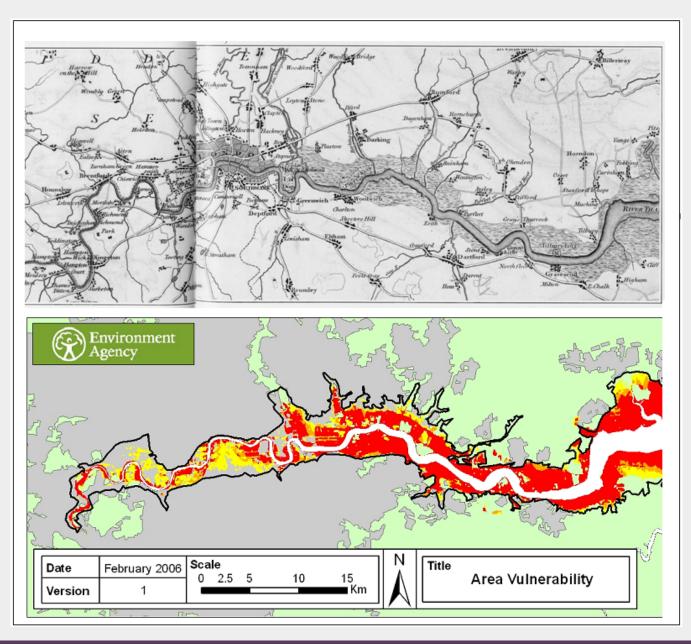
First a few words about the model and its context being part of the Tyndall Cities project We chose London because of significant flood risk and because of complementary studies of London involving air pollution, urban form, the heat island effect etc. all funded through

**EPSRC** 







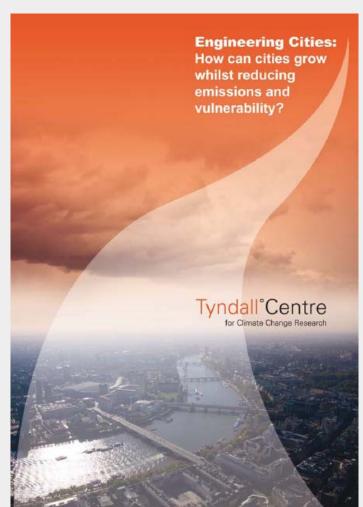




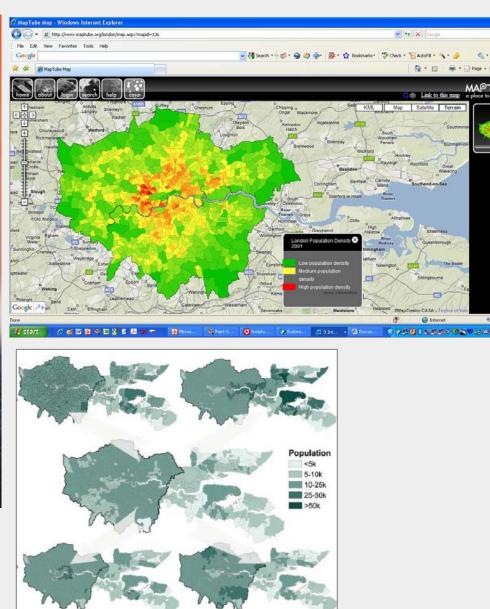


## The Context: Climate Change in London: Flooding & Pollution Mainly along the River Thames and Its Estuary





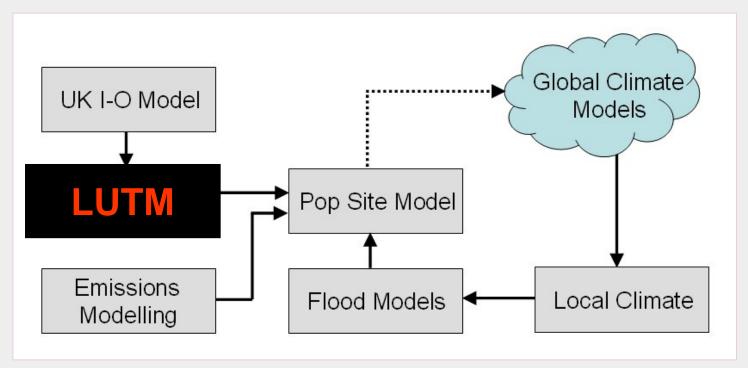
The GLA consists of 33 boroughs, 633 wards and 7.7m population and we will forecast population at the finest scale







The model sits lies at the core of a process of chaining models together built by different groups and coming from different traditions

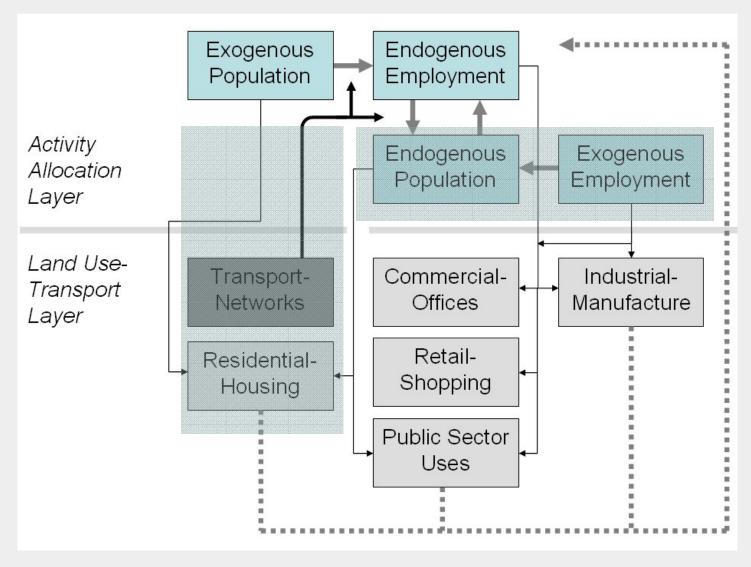


The LUTM is in two layers – activity allocation and physical location





#### The Land Use Transport Model







The model is simple, highly visual – so that any informed expert can use it or at least it can be demoed easily.

It is strongly coupled into GIS as mapping is central to the visualisation – in fact all the GIS is purpose built. It is accessible, immediate and capable of being demoed quickly

It is quite different from many of the current large scale LUTM models like UrbanSim, more aggregate

But first something about its structure – I will focus on the <u>residential model</u> as this is typical of the way we are extending it to other sectors





#### Structure of the Residential Location Model

- The existing model is formulated as a four mode residential location model, origin constrained but subject to capacity constraints, with competition between locations and modes of travel determined respectively by floorspace availability and travel costs
- The capacity constraints are introduced exogenously and can be formulated as policy levers but this as in all such model application introduces a degree of arbitrariness.





• The algebraic formulation is as follows. I will define terms as I verbally introduce this. Note that i, j, & k are origin (employment), destination (population) zones and modes (road, bus, rail and tube)

$$T_{ij}^{k} = A_{i}O_{i}F_{j} \exp(-\lambda^{k}c_{ij}^{k})$$
$$D_{j} = \sum_{ik} T_{ij}^{k}$$

Subject to the following constraints

$$\sum_{jk} T_{ij}^{k} = O_{i}$$

$$\sum_{ij} T_{ij}^{k} c_{ij}^{k} = \overline{C}^{k}$$





- The modes are road, bus, heavy rail and light rail (Tube and DLR)
- There is no disaggregation but five employment, five population groups are identified in a future model
- The model is calibrated to mean trip costs
- The model is visually driven and can be used to set up simple scenarios in an integrated desktop environment.

To give a flavour of the model, I will show some screen shots first before I run it .....









#### Cities Research Programme

#### Tyndall°Centre

for Climate Change Research









This program is a rudimentary land-use transportation model built along classical lines which allocates population and employment to small zones of the urban system. It uses spatial interaction principles which bind the population sector (residential or housing) to employment sector (work or industrial and commercial) through the journey to work (work trips) and the demand from services (which loosely translate into trips made to the retail and commercial sector).

The model is being built for Greater London and the Thames Gateway at ward level - 633 in all - so that it can be used in a wider process of integrated assessment focussed on assessing the impact of climate change on small areas in this metropolitan region. In particular rises in sea level and pollution are key issues, and as such the model sits between aggregate assessments of environmental changes associated with global and regional climate change models and environmental input output models, and much more disaggregate models related to the detailed hydrological implication of long term climate change.

The programme enables the user to read in the data and explore it spatially, to calibrate the parameters of the model and explore its outputs spatially and to engage in various predictions ranging from the typical' business as usual scenarios' to much more radical changes posed limits on spatial behaviour which either result from climate change and, or mandated by government. The predictions and scenarios are intended to go out to 2100 and thus the model is largely designed as a sketch planning tool.

These various stages of the model contained in a master tool bar which is activated when the GO! button is pressed on this screen. The master tool bar enables the users to proceed through the various stages indicated and to display outputs in map and statistical form at any stage.

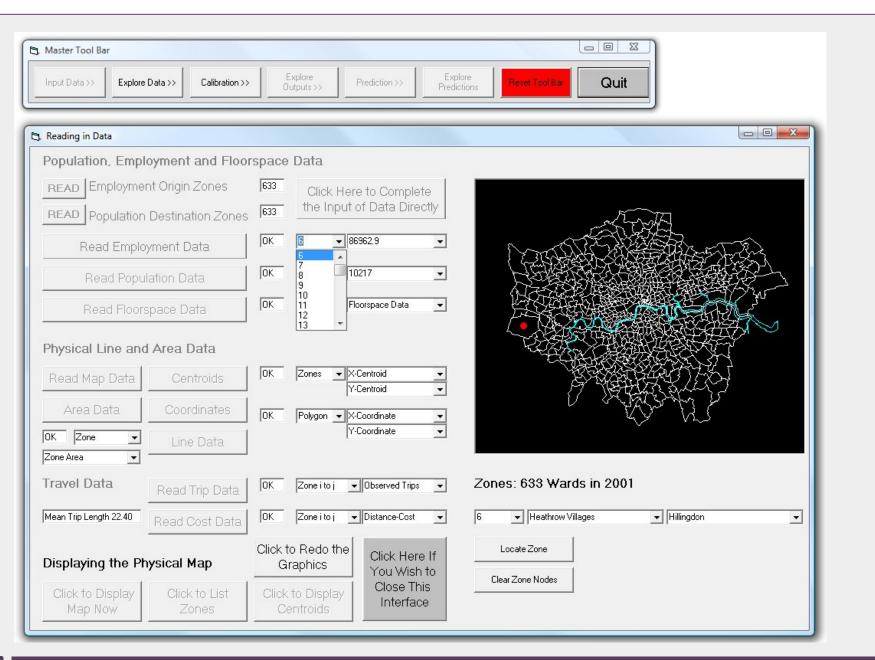




Program Manual

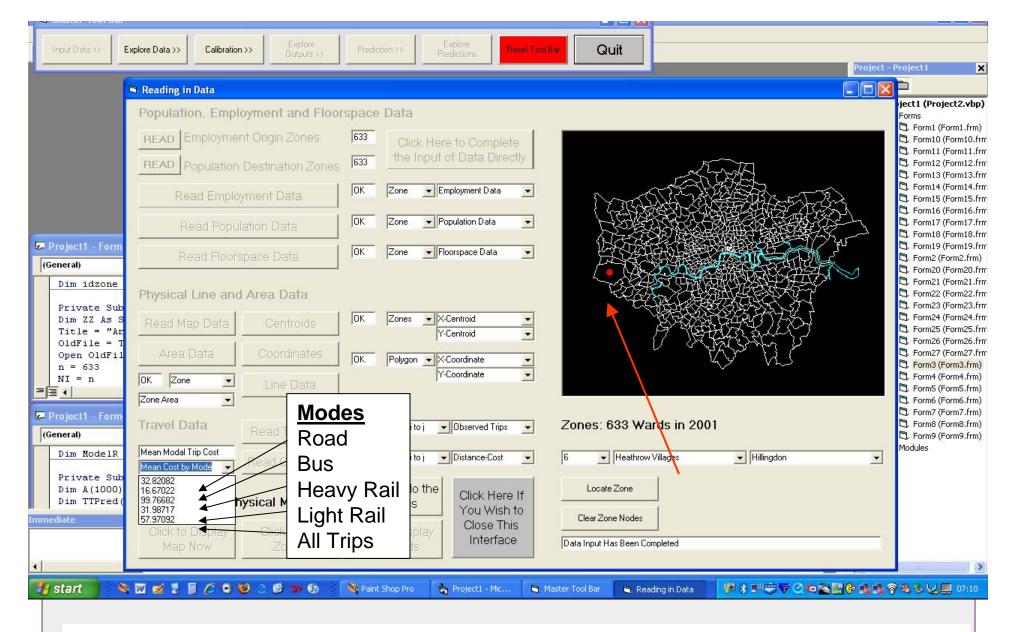








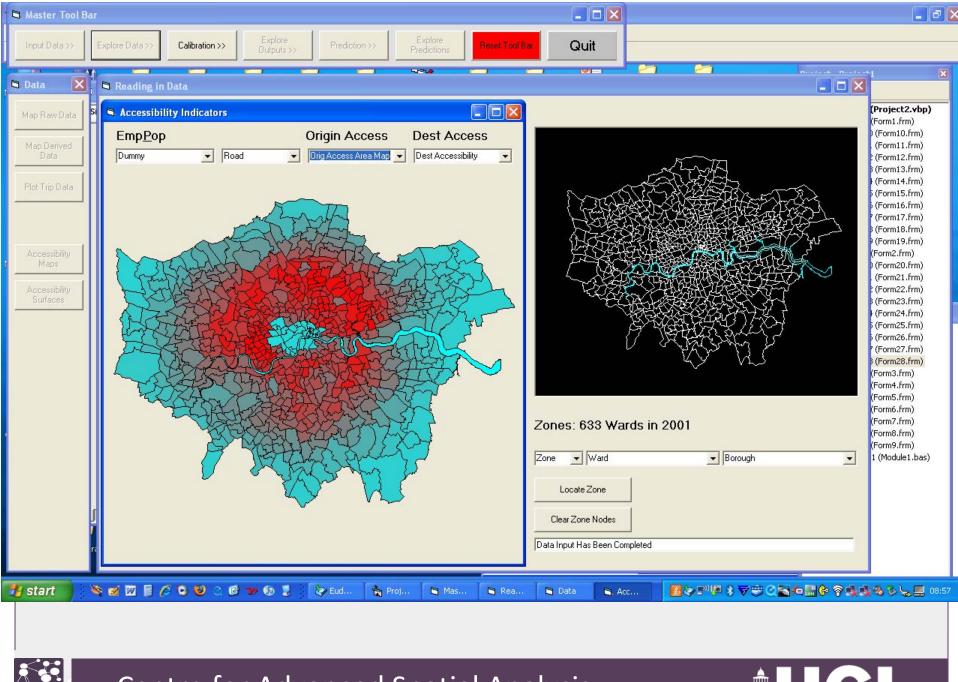




Road: 38%; Bus: 12%: Heavy Rail: 12%: Light Rail 19%; Other (Walk, Bike, Fly): 19%

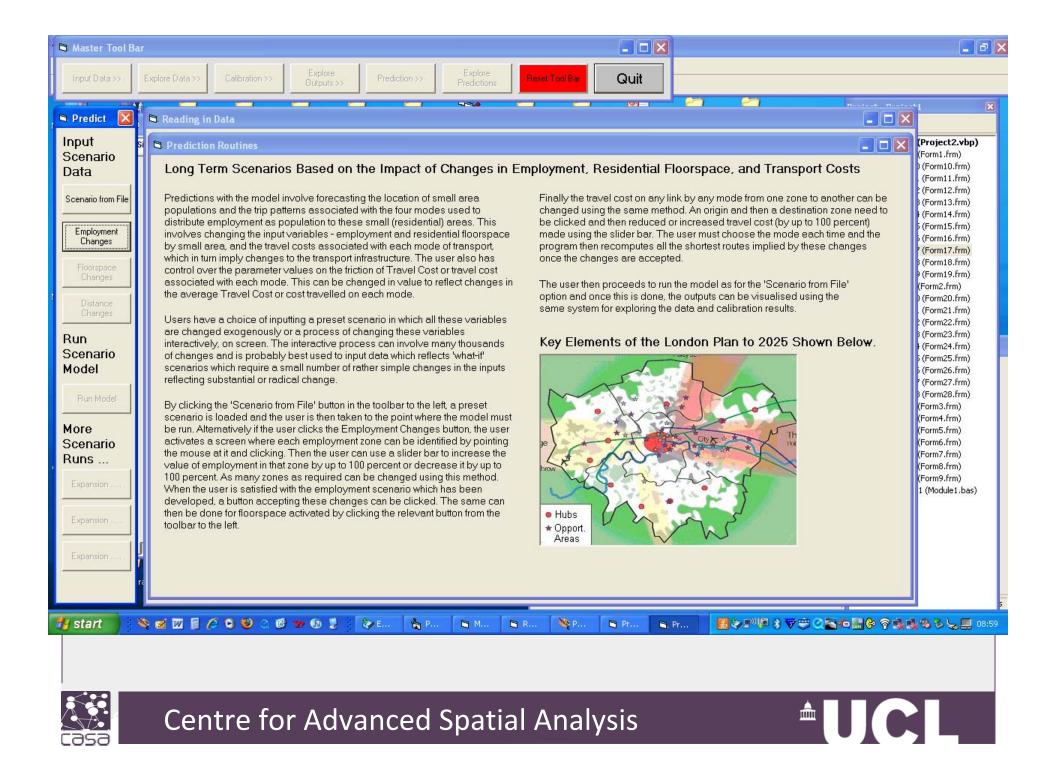


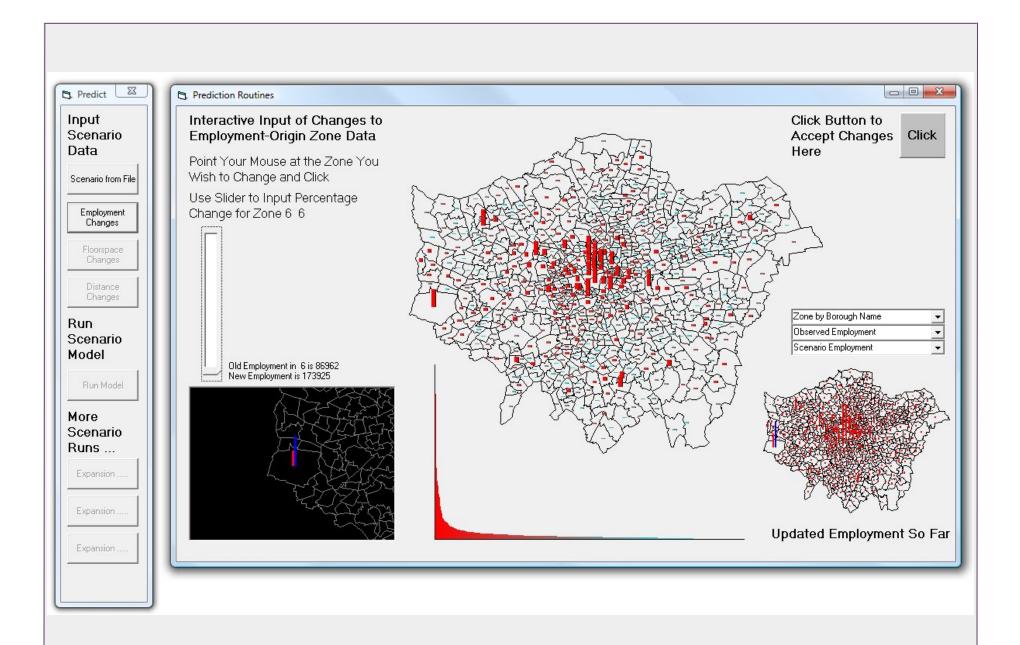






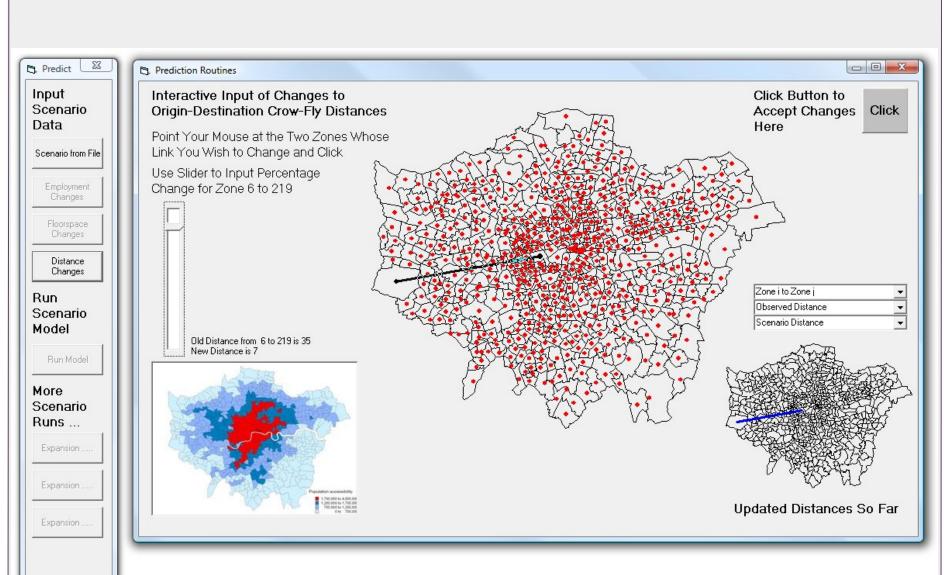












Let us <u>run</u> the model... I need to go to my folder...>>

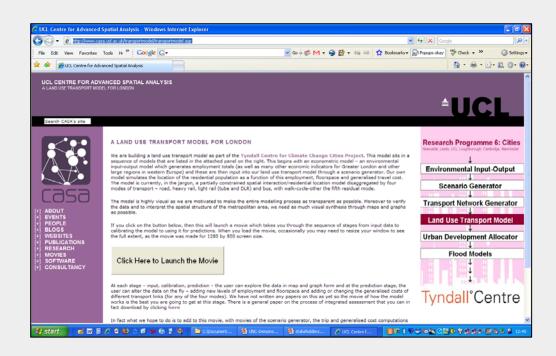




## Run

#### For a movie of all this go to our web site

http://www.casa.ucl.ac.uk/transportmodel/transportmodel.asp



And now a little bit more about the model .....looking at how we intend to extend it





#### The Economic-Energy Focus

- We have replaced the simple travel cost function with one that relates to wages, travel cost and housing cost
- In essence, we compute the proportion of a wage in any origin (employment zone) which is available for a) travel and b) housing
- Monies for travel are then compared to the actual travel cost on any i-j link and those closest to the cost have a greater probability of determining a trip





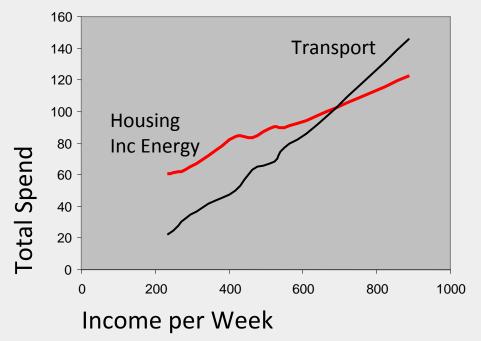
- Monies for housing at origin i are then compared to the actual house price at location j and those closest to the housing price have a greater probability of determining the trip
- These are tied together using functions that assume normality around the critical costs. If available monies for travel cost, say,  $w(c)_i$ , are compared to the travel cost on any link, say  $c_{ij}^k$  then the partial probability  $\rho_{ij}^k$  of making a trip is computed as  $\rho_{ii}^k \sim f(|w(c)_i c_{ij}^k|)$
- The same is for housing monies and house prices.

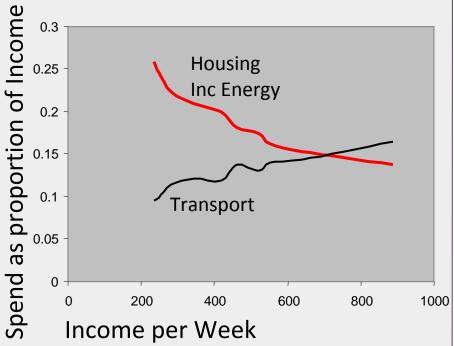




#### Transport & Housing Costs from the '09 Spending Survey

### First let us look at these Costs





Second let us look at the algebraic formulation





#### The model is as follows

$$T_{ij}^{k} = A_{i}O_{i} \exp(-\lambda^{k} | c(w)_{i} - c_{ij}^{k} |) \exp(-\beta | p(w)_{i} - p_{j} |)$$

$$D_{j} = \sum_{ik} T_{ij}^{k}$$

Subject to the following cost constraints

$$\sum_{jk} T_{ij}^{k} = O_{i}$$

$$\sum_{ij} T_{ij}^{k} | c(w)_{i} - c_{ij}^{k} | = C(W)^{k}$$

$$\sum_{ij} T_{ij}^{k} | p(w)_{i} - p_{j} | = P(W)$$

Note that we are not using a destination size effect





- Now we have house price data and we have income data at the destination zone which is  $y_i$  per head
- To get wage data, we simply take the trip matrix and apply the income / head for each j and work out the following flows which we sum over destination zones to get the income flowing into each origin zone.

$$T_{ij} y_j = money \ flow$$

$$\sum_j T_{ij} y_j = W_i \ \text{and}$$

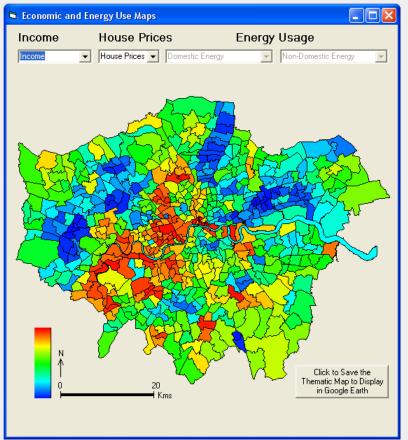
$$\sum_j T_{ij} y_j = D_j y_j = Y_j$$

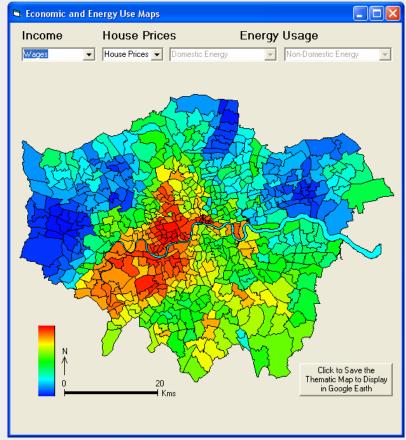
$$\sum_i W_i = \sum_j Y_j = M$$





 I will now show what happens when we do this to the data









### Exploring the Data/Calibrations/Predictions: Onthe-Fly Desktop and Web Visualisation

- Currently we do not have good zoom, pan, overlay facilities in the model due to difficulties of such programming in VB (by me that is) – I suspect these could be developed if I had the time!
- But we also need to share the data and the predictions and a quick possibility is to use a nonproprietary open map visualisation system to link on the fly to the model: this should be web-based

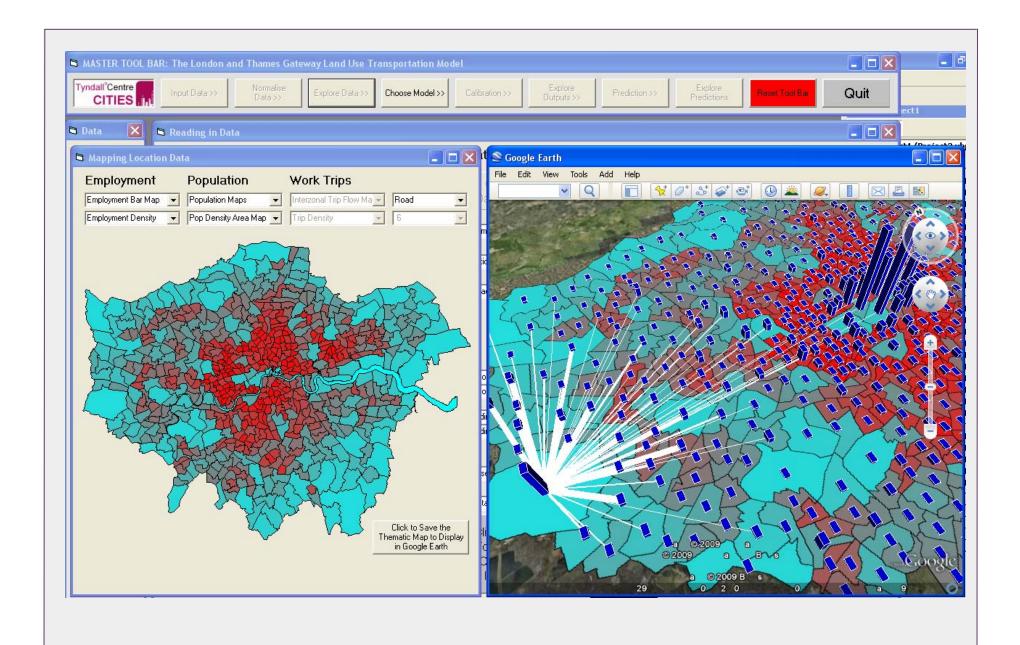




- The best way forward at present is to generate KML files in the program and then feed them to <u>Google</u>
   <u>Earth</u> where we have overlay, 3D, and external data facilities. You have seen this.
- In this way, we can extend massively our ability to visualise as well as providing a storage facility for the model input and output data
- What is impressive about this is that the speed of doing all this is not slower than the interactive program in VB – it is extremely fast and highly interactive.









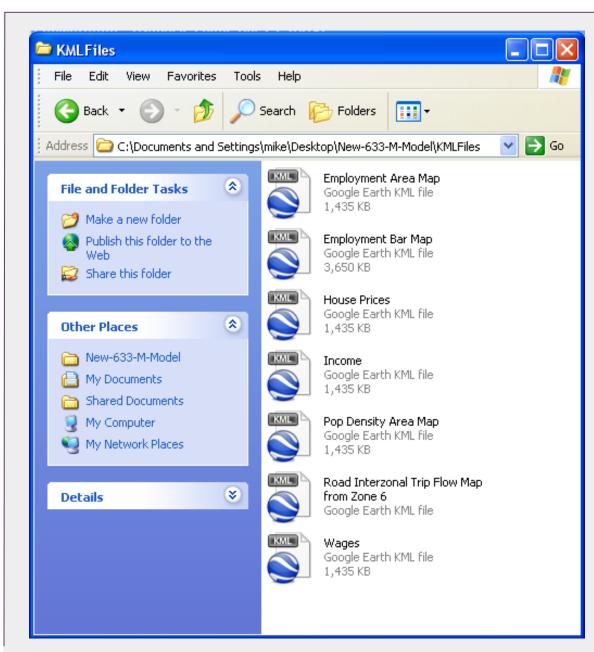


## Google Earth/MapTube as London Data Bases

- What is nice about this is the generation of a decent file format KML which we can use in other software – so all the input and output data as KML files can be passed to GIS and so on. See next screen .......
- MapTube of course is one of our main aims here, eventually
- I would like to use external software too for the editing of files for scenario generation but this is uncertain and perhaps unlikely











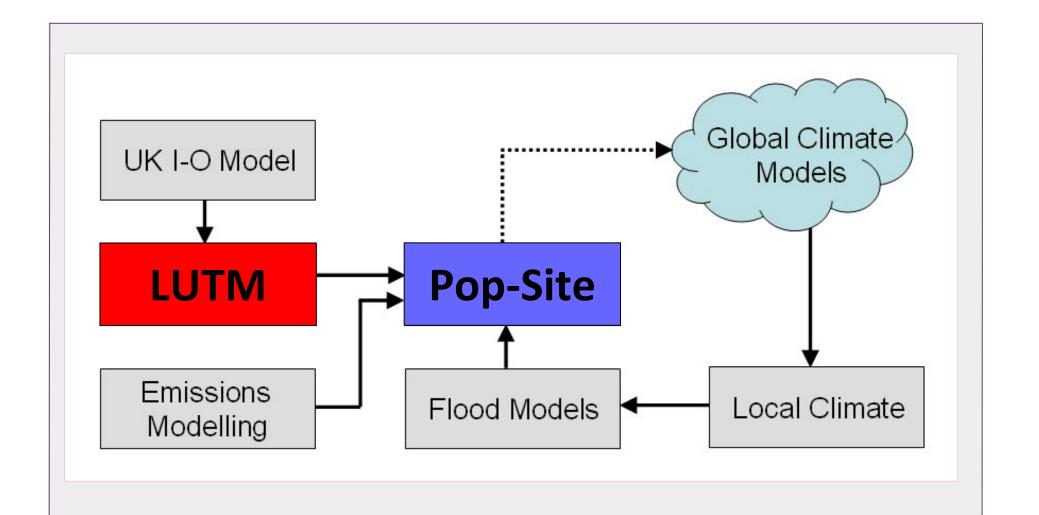
I have said nothing at all about how this model is embedded in the integrated assessment – the string of models that are used to scale national regional forecasts to very small scale. I cannot show you all these models but let me just talk briefly about the next stage down – how we go from 633 zones in London to 50 metre grid squares and this sort of hooks up to another style of modelling

In GIS .....

Here is the integrated assessment block diagram again

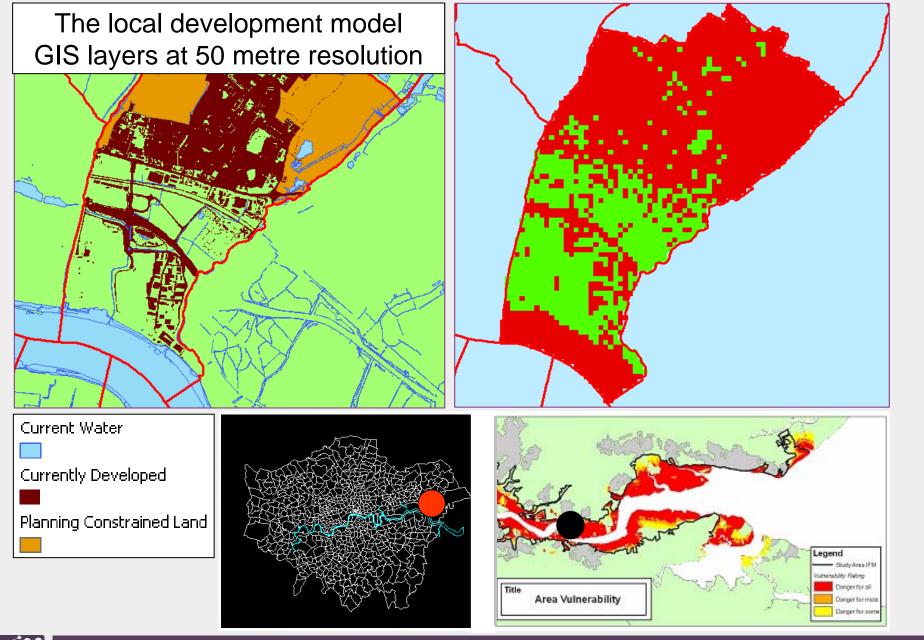
















## **Energy Changes: Rising Costs of Transport**

I now want now to show you how we are using the model to handle energy costs in terms of rising costs of transport

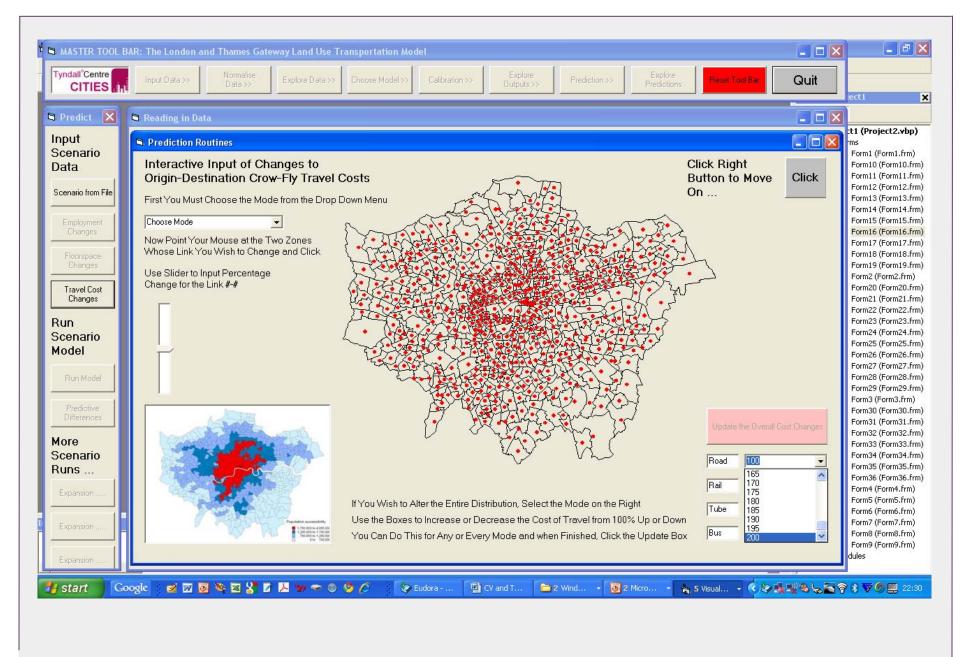
What we can do is increase the cost of petrol for road users relative to other modes and see what the effect is

If we double the cost of petrol we then can see how users shift mode of travel and also how location of the population changes

We will show some screen shots of the model doing this

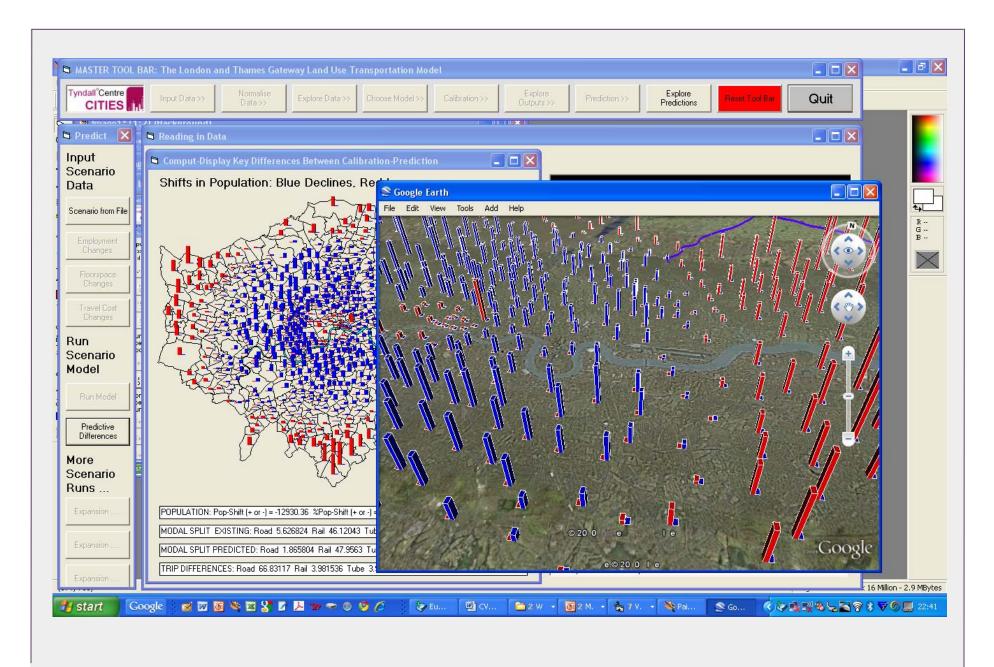
















## Iconic Models: Visualising City Form

Using entirely different sets of skills and with many different applications in mind, we have built a large physical model of the form of Greater London

This has 3.2m buildings BLOCKS within it – it is constructed in Arc-GIS, ported back and forth to 3D Studio max and much other software.

We are using the buildings to tag anything we can get which is geocoded at building level so we can visualise the data in 3D and fly through it



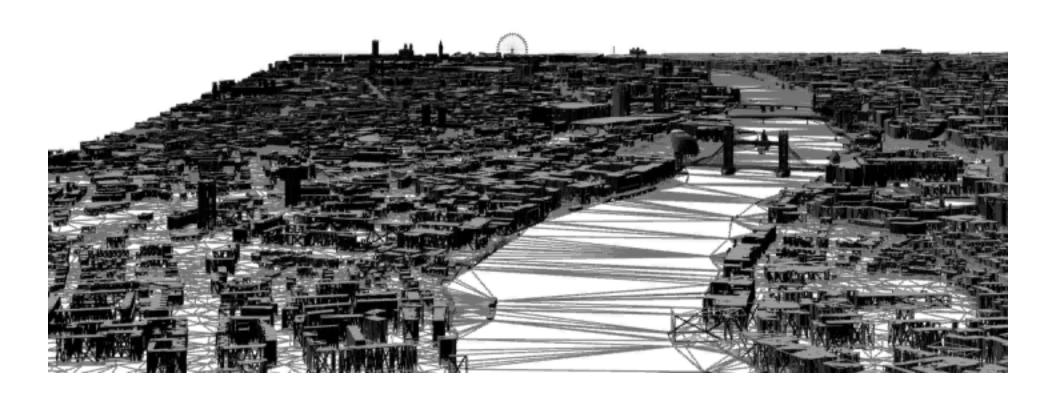


Typical applications are traditional visualisation of population, class, demography, employment but this time not as thematic maps but as building blocks But we also can add different physical layers such as pollution, crime, sea level rise and so on – anything The model is built from the digital map base provided by our National Mapping Agency – Ordnance Survey and then blocks are extruded from LiDAR data.

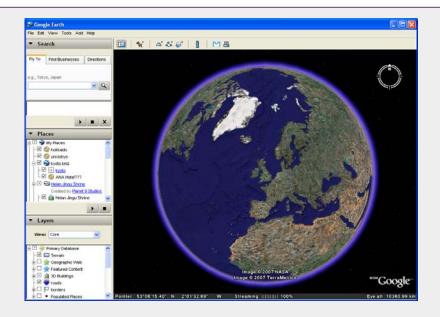
We have also explored the allometry and fractal geometry of the building blocks using Geoff West types of scaling. Let me show the model first

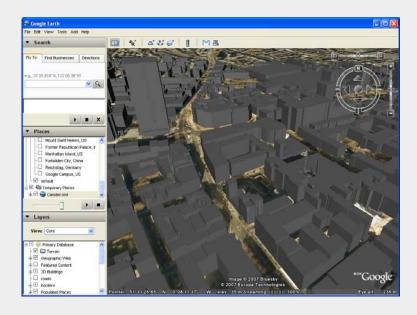


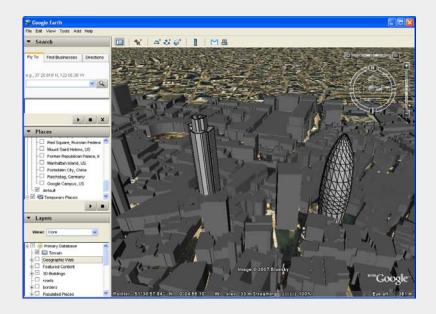






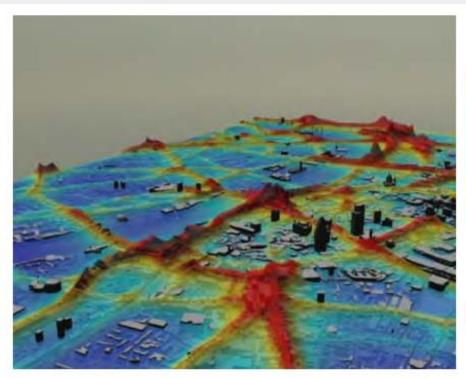


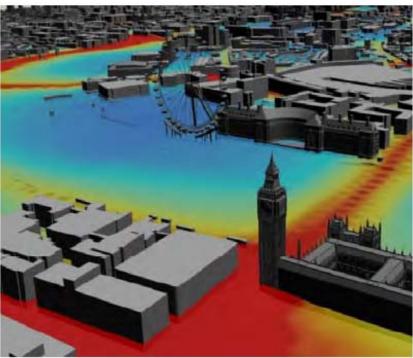














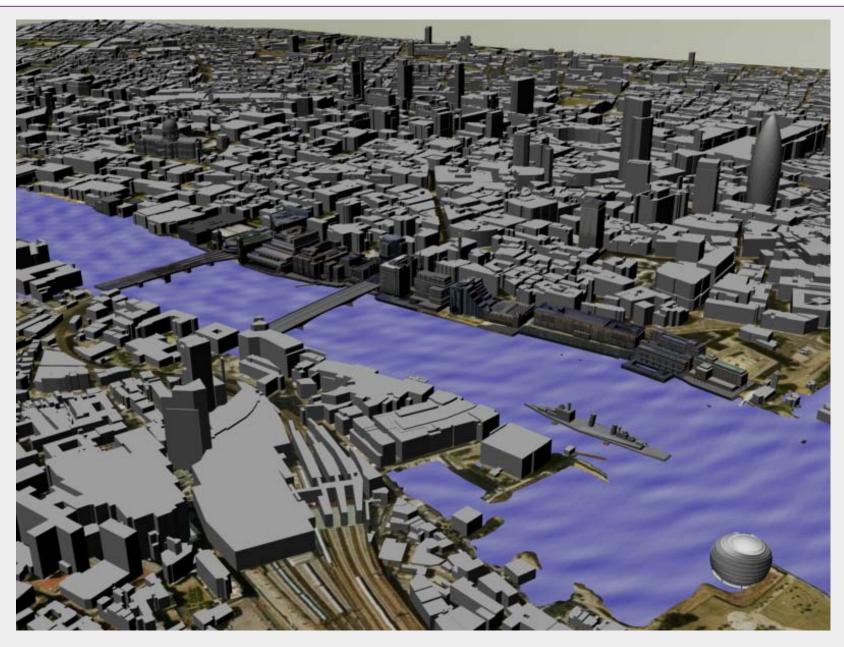




http://www.londonair.org.uk/

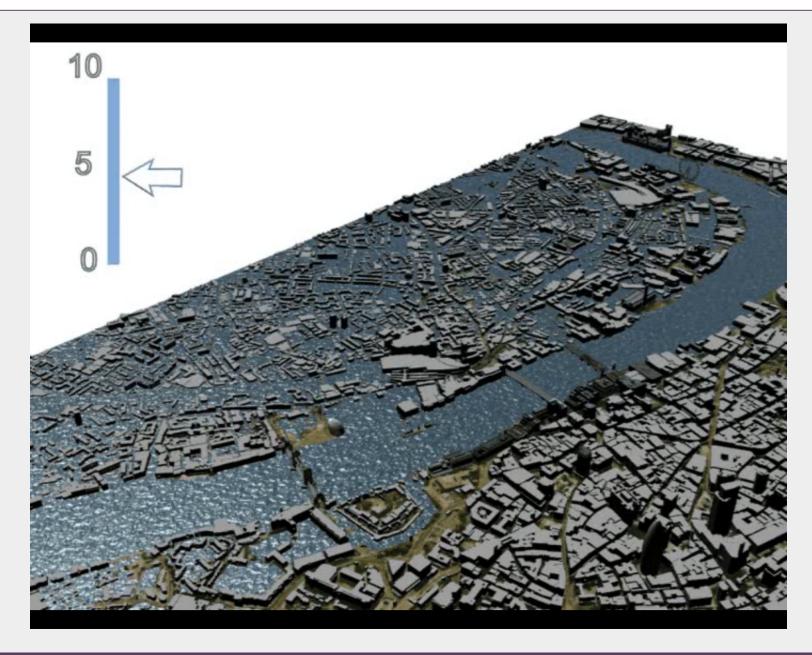
















Blending and Integrating Urban Models:
 Unanticipated Consequences

I want to finish off by making the point both verbally and visually that we stand at a threshold in beginning to integrate different conceptions, theories if you like, that enable us to grapple with the plurality of viewpoints that are represented when we look at urban problems





We can clearly integrate different types of models through visual interfaces

But the challenge is very much to integrate different kinds of theoretical understanding

This is difficult enough with models at different scales, eg LUTI, agent-based, CA models and so on

But when we begin to add more partial approaches ....





In terms of the move from socio-economic to physical then the way of doing this is clear but the focus changes as we turn activity into real objects, as we turn trips into traffic into cars and trains and so on

Currently all we have are ways of seeing different models side by side through visualisation but this is new enough – if I have time, let me show you.....





## If there is time, I will answer any Questions

www.casa.ucl.ac.uk



