

School of Geographical Sciences & Urban Planning

Wednesday, 16 October 2015

Smart Cities

SESSION V: Lecture 2: Urban Simulation and Prediction

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An Outline of My Talk

- What is Urban Science For? What Has It to Do With Smart Cities
- Operational Models: Not Just Better Science *per se* but Better Cities, Better Urban Policy
- Some History: Where From, and Where To?
- Our Examples: Tyndall and Arcadia Projects
- Are These Software Projects? Not Quite ...
- Small, Fast, Simple Models: The Dubai Pilot
- Big, Fast, Spatially Extensive, Many Users: Quant: Embedding Models in Practice





What is Urban Science For? What Has It to Do With Smart Cities

There is a sort of disjunction between the material of this last lecture session and the rest – this is more about using computation to understand systems that are composed not of computers like smart cities but of everything we associate with cities, everything else. We could build urban simulation models of cities composed of computers but cities are still a long way from this so this deals with traditional conceptions of cities and how we use computers to model them





Operational Models: Not Just Better Science per se but Better Cities, Better Urban Policy These models have been called <u>operational</u> in that they are concerned not only with testing/validating or exploring theory but with making predictions that inform decision-makers, planners, policy makers. To an extent only now is the real exploration of the <u>underlying theories and models that pertain to such</u> spatial simulations being made clear. Existing models which attempt operationalise these ideas tend to still be a bit of a confusion of motivations – science or prediction or prescription or all of these.





Some History: Where From, Where To?

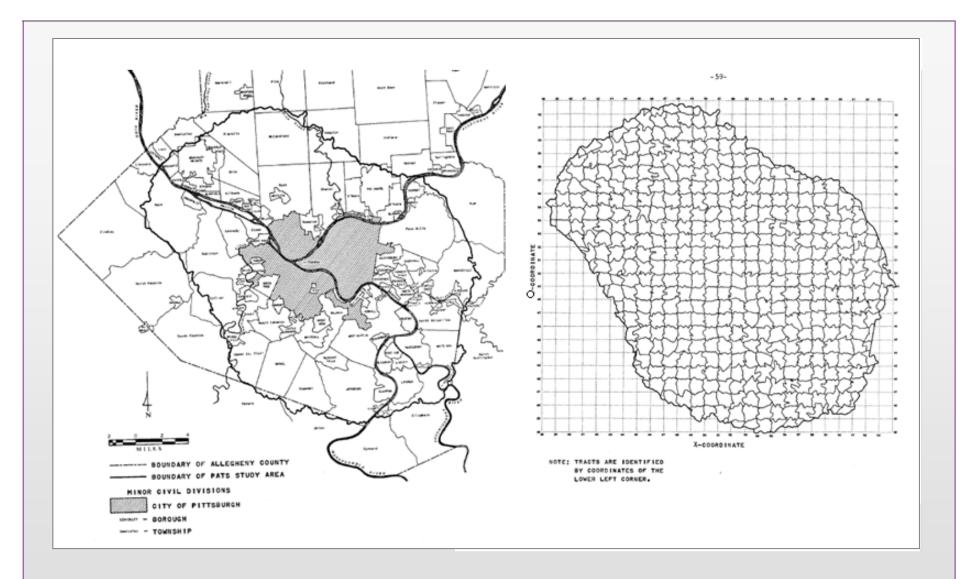
As soon as mainframes moved out of the labs in the early 1950s, planners began to think about how social physics could be applied in transportation CATS: **Chicago Area Transportation Study 1955**. The 1960s – a great wave of these land use transport models and from then on models have got more

detailed, bigger, faster and so on. Lowry's model for Pittsburgh in fact set the standard for what could be achieved in those days and a lot of work since then is in his spirit



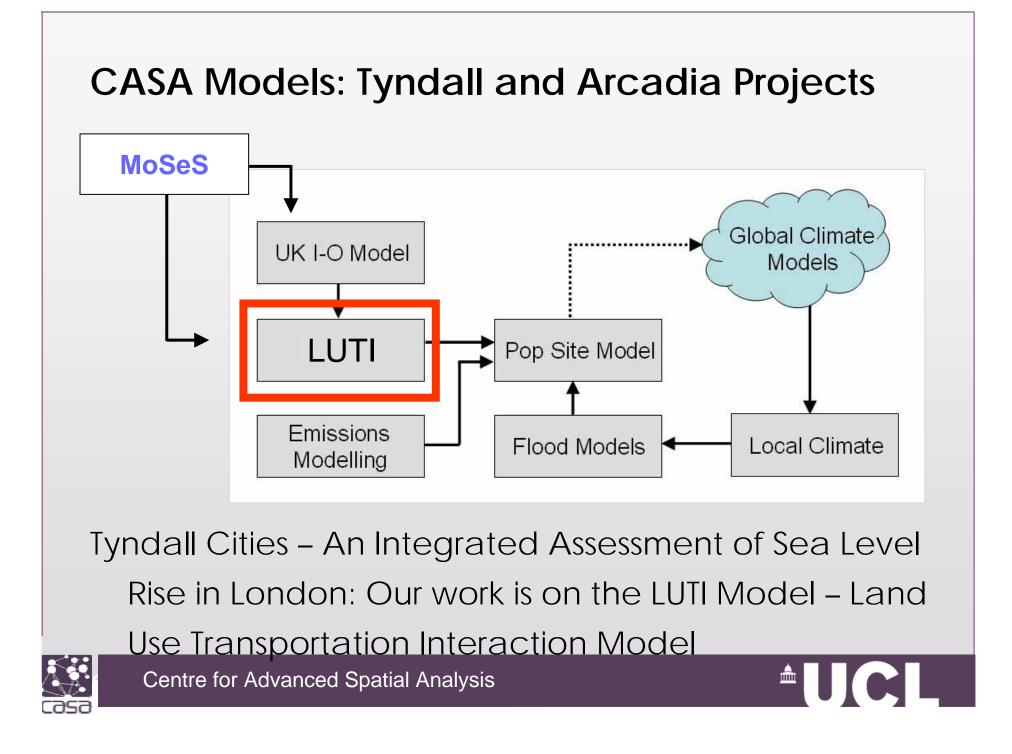




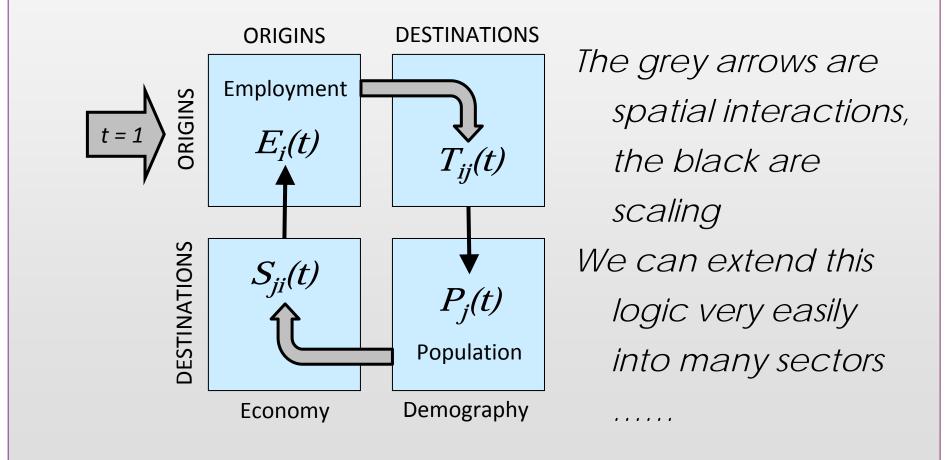


Let me fast forward to the sorts of models we have been building on and off in my group in the last ten years



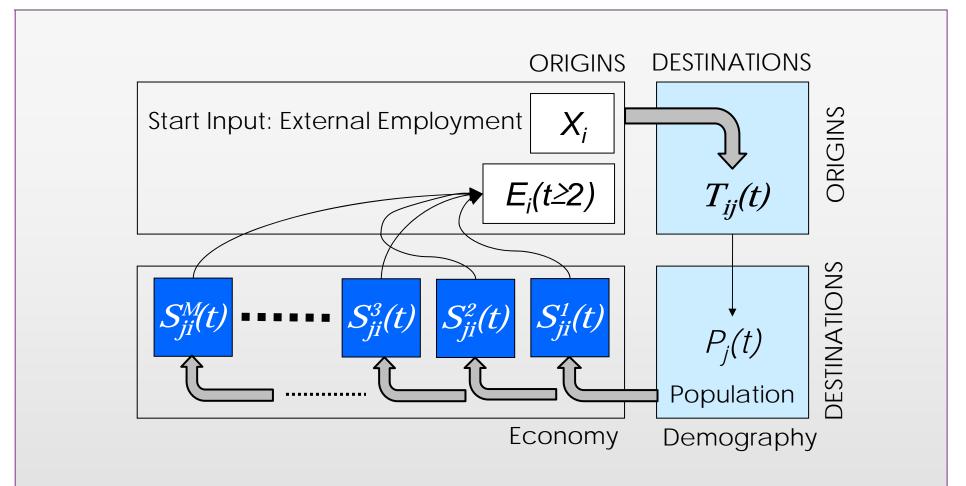


A quick sketch of the model structure – ie what does it do







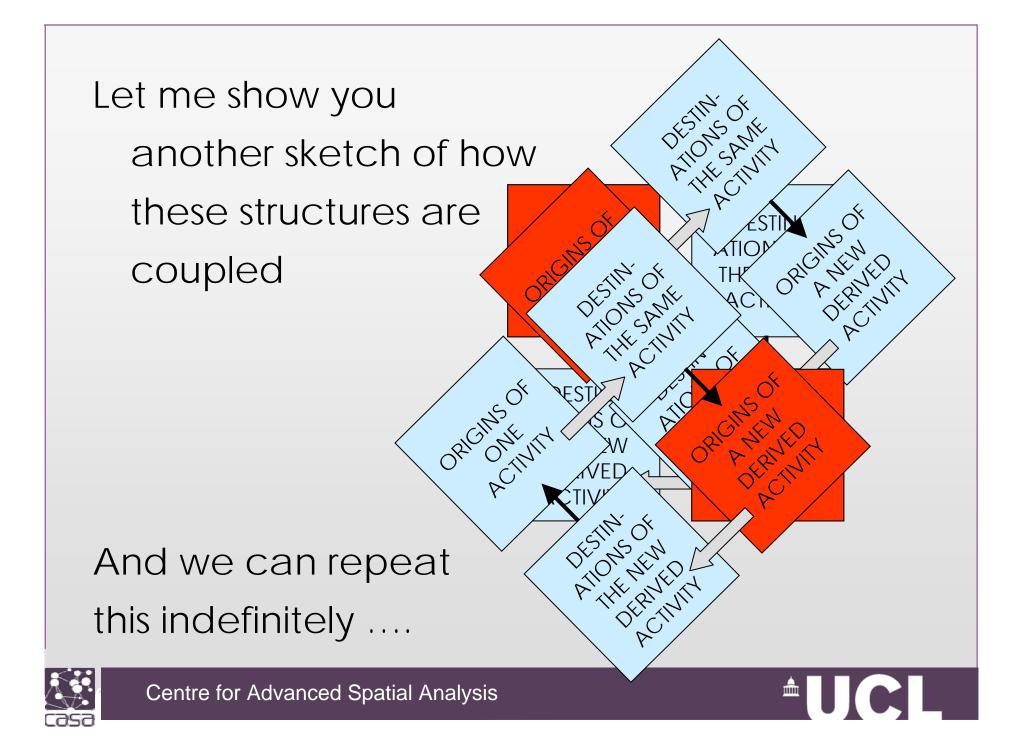


Essentially the model structure is *input-output* like and the submodels are *gravitational*,

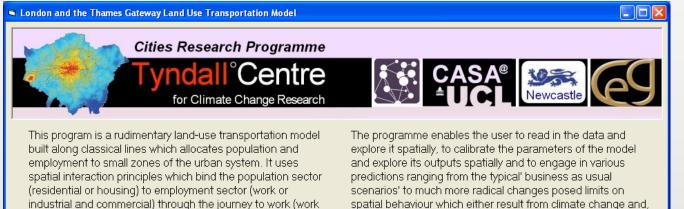
discrete choice, or radiation etc







To give a flavour of the model, I will show some screen shots first



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.

trips) and the demand from services (which loosely translate

into trips made to the retail and commercial sector).

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

with **GLA**ECONOMICS LONDON

GO!

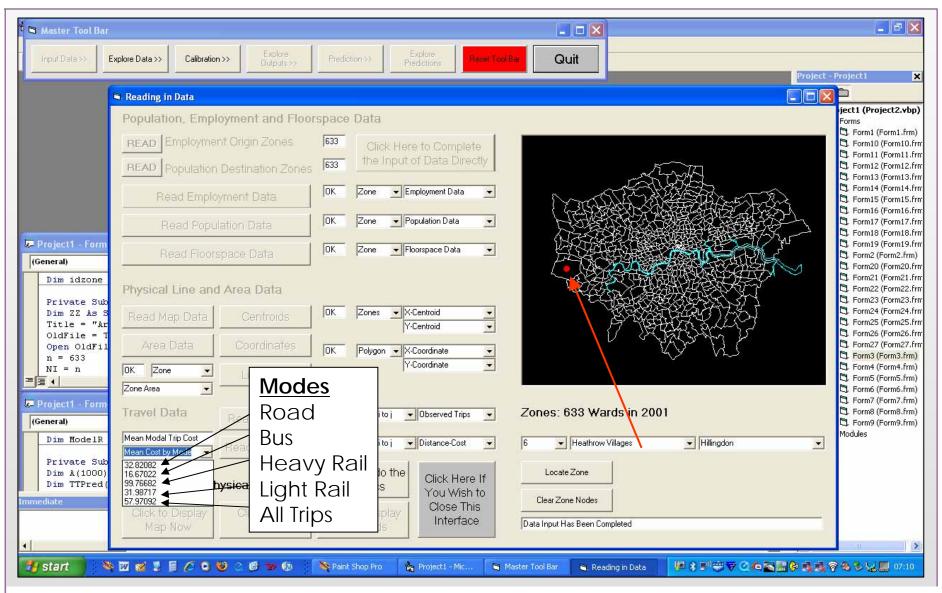




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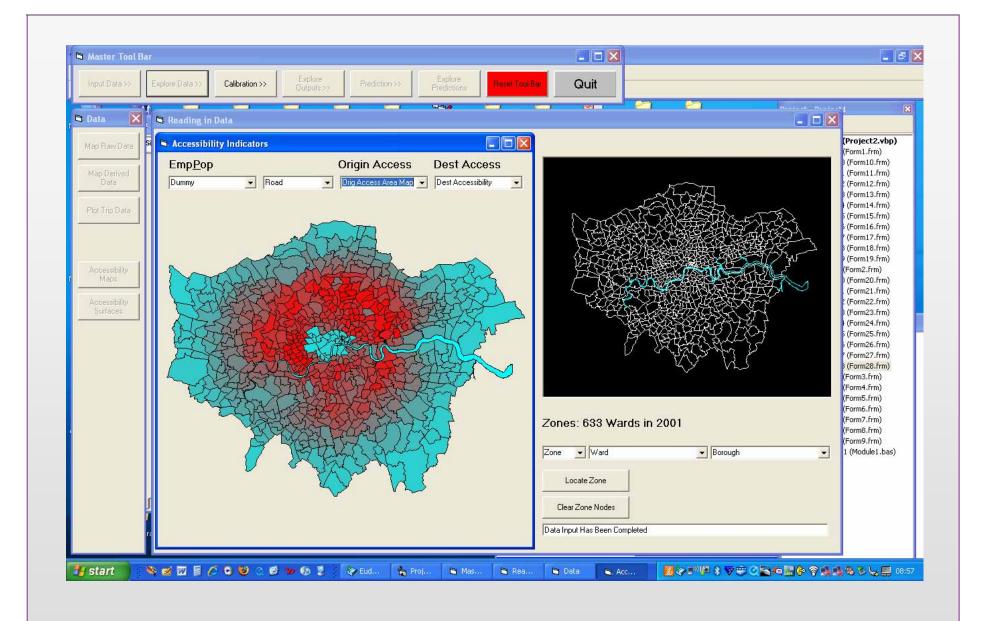
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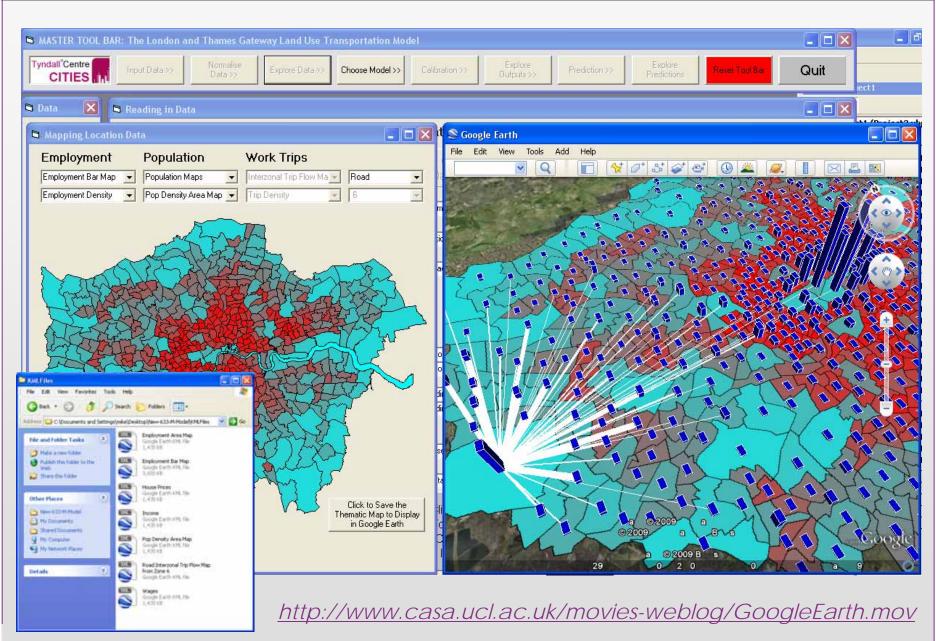


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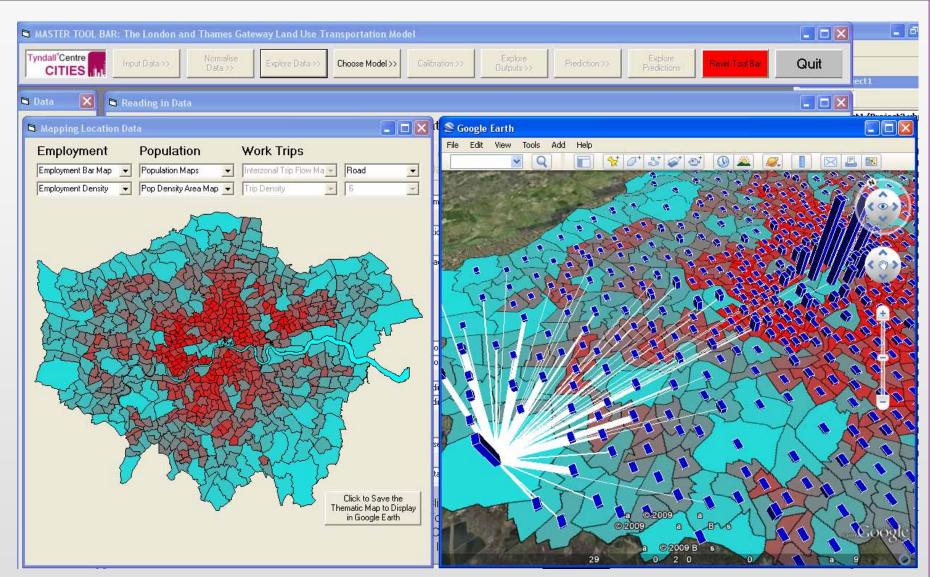








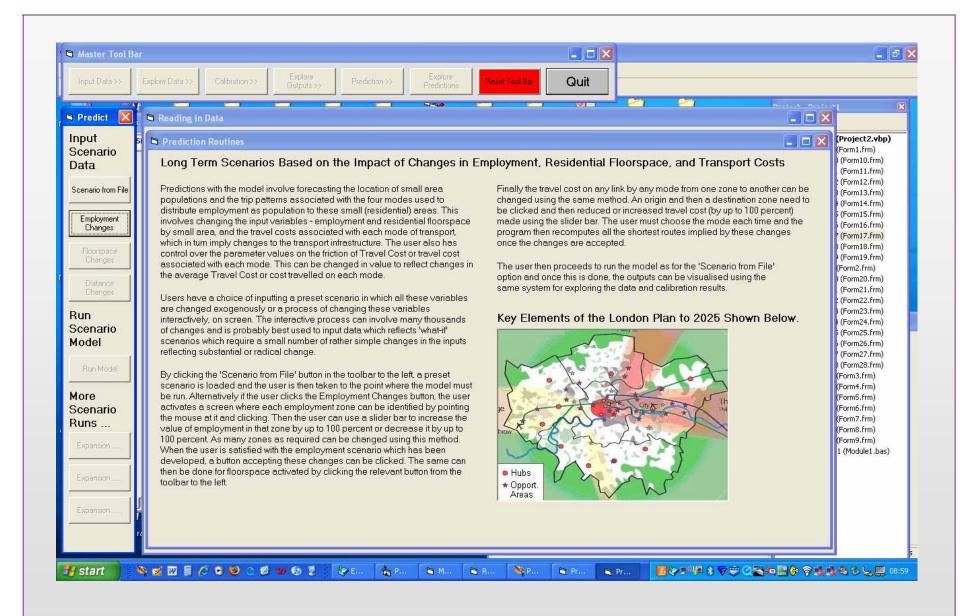


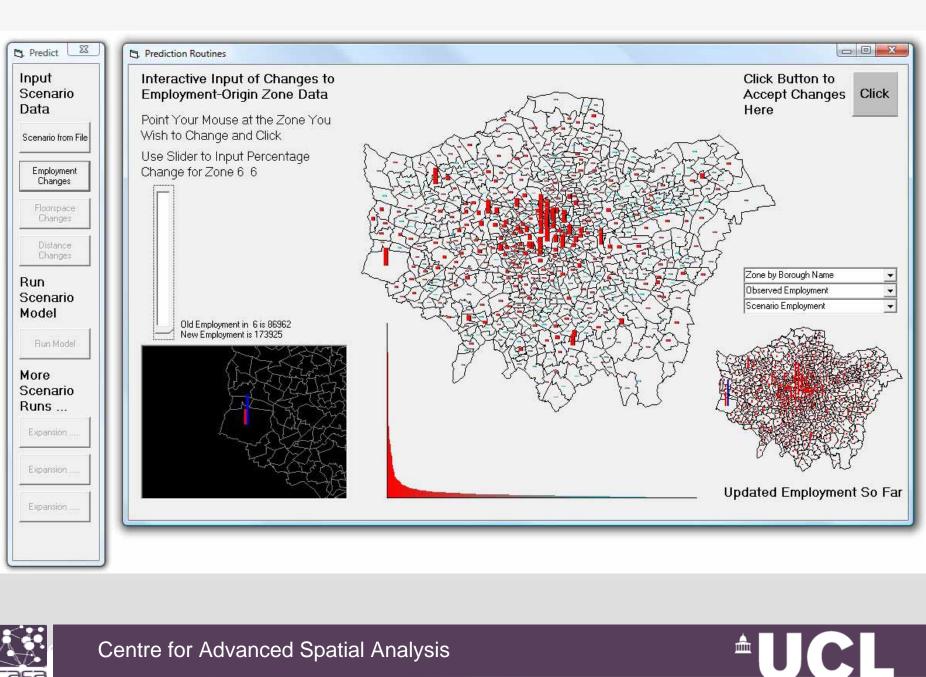


Exporting data and predictions to external software on the fly

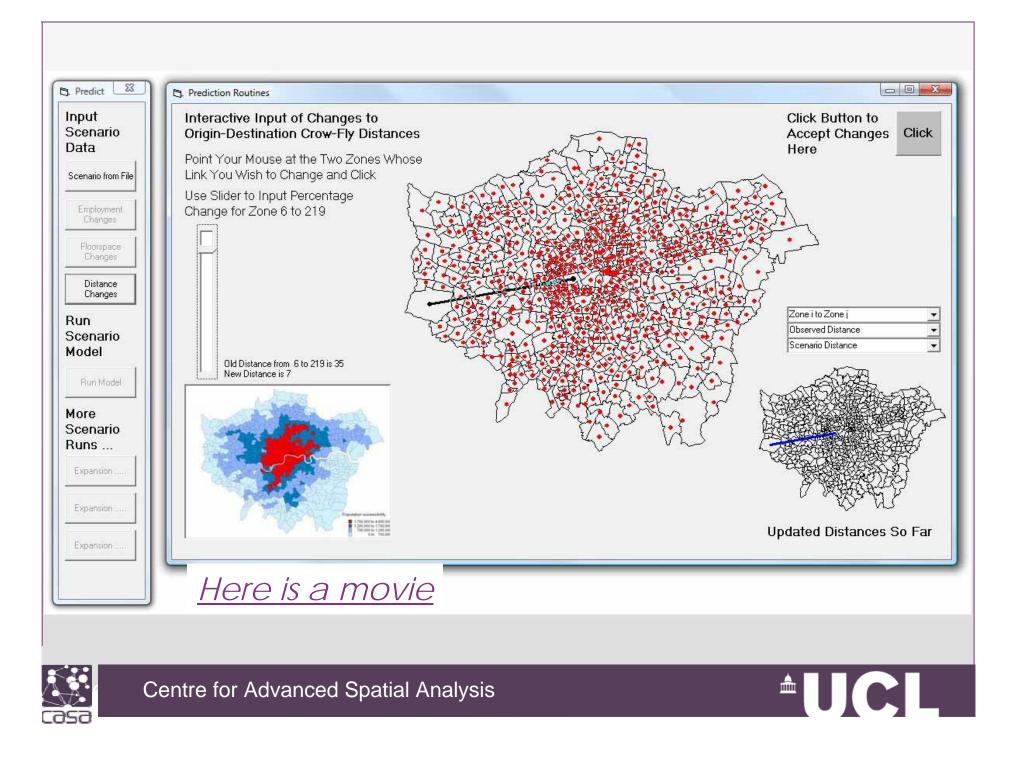
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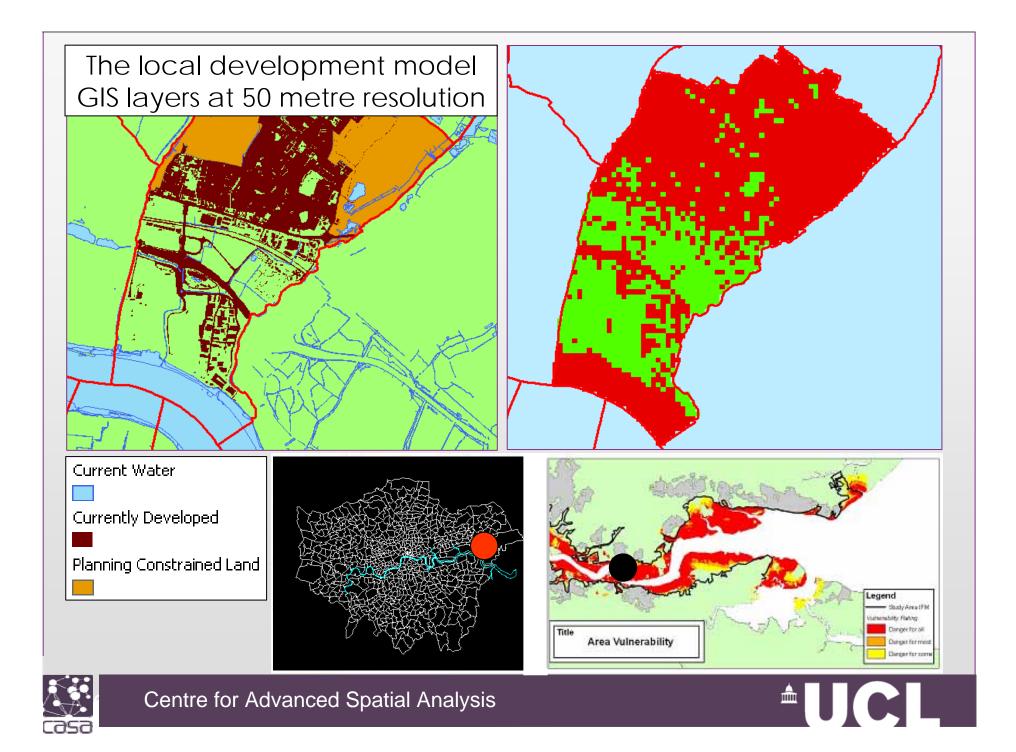






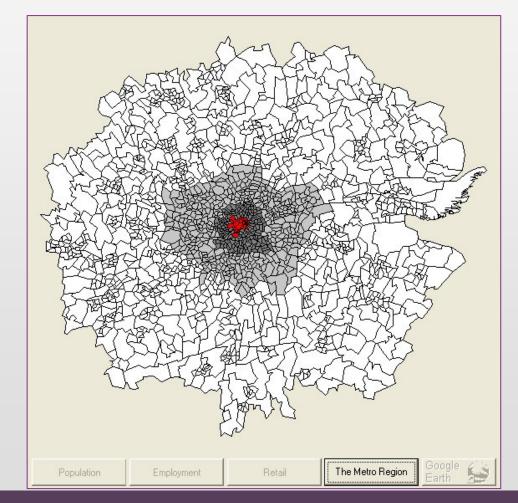






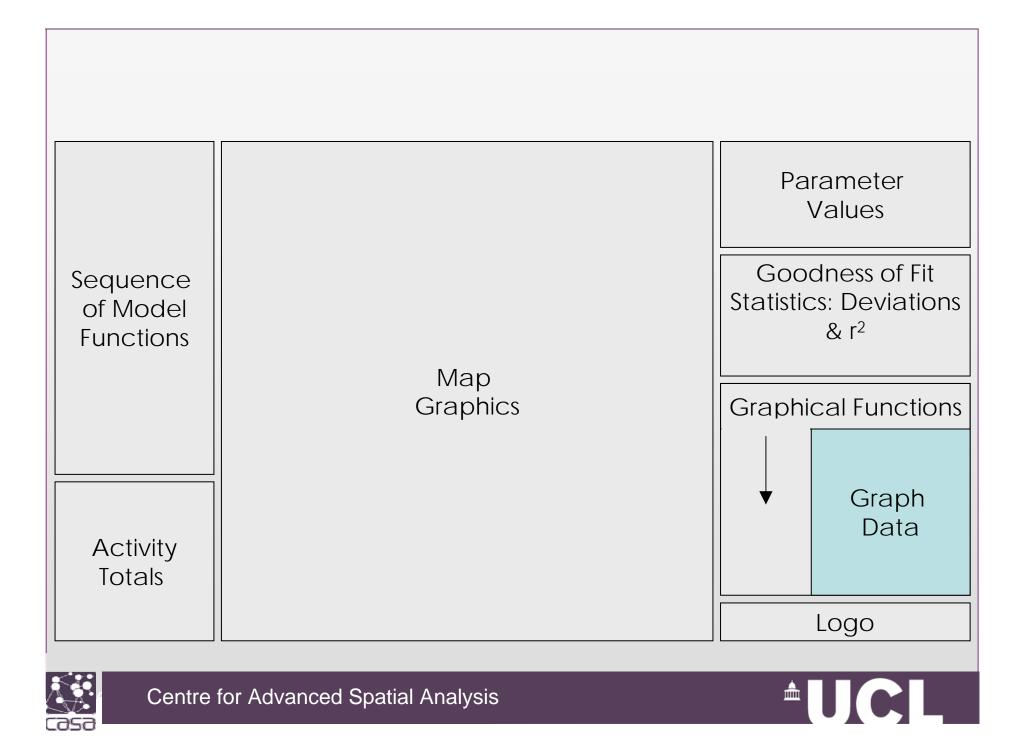
We broadened this model to capture greater spatial extent – simplified the interface – this is the Arcadia pilot build for London and the Outer Metropolitan

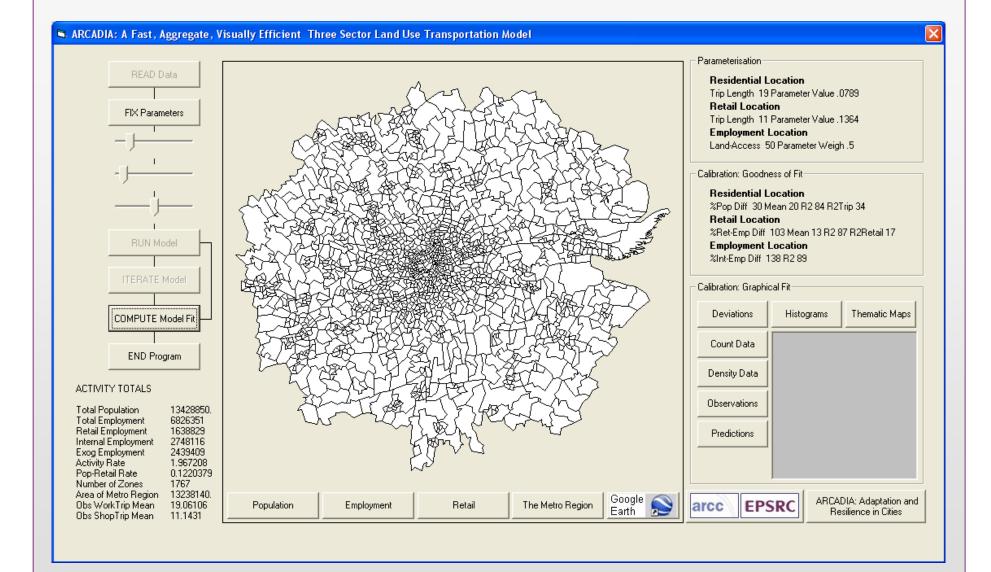
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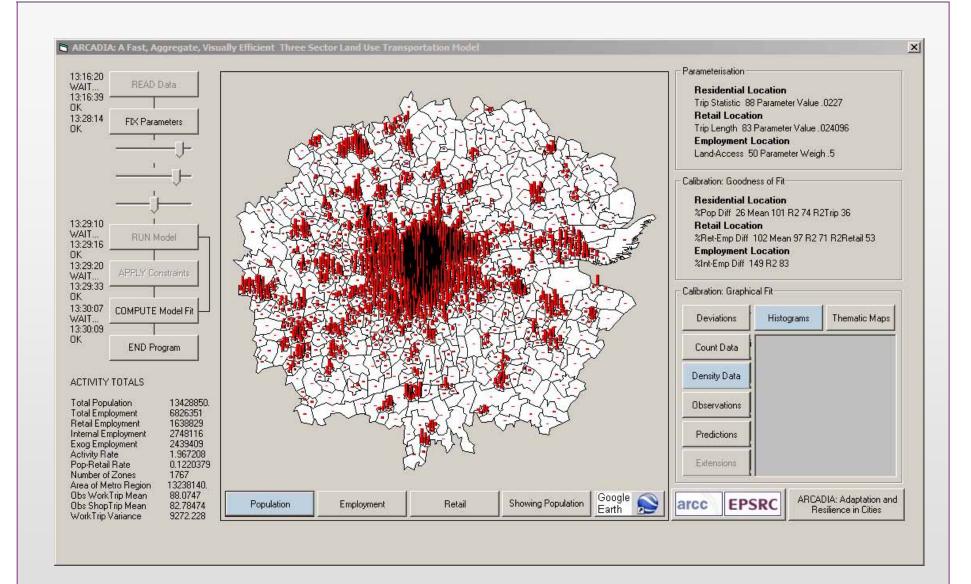






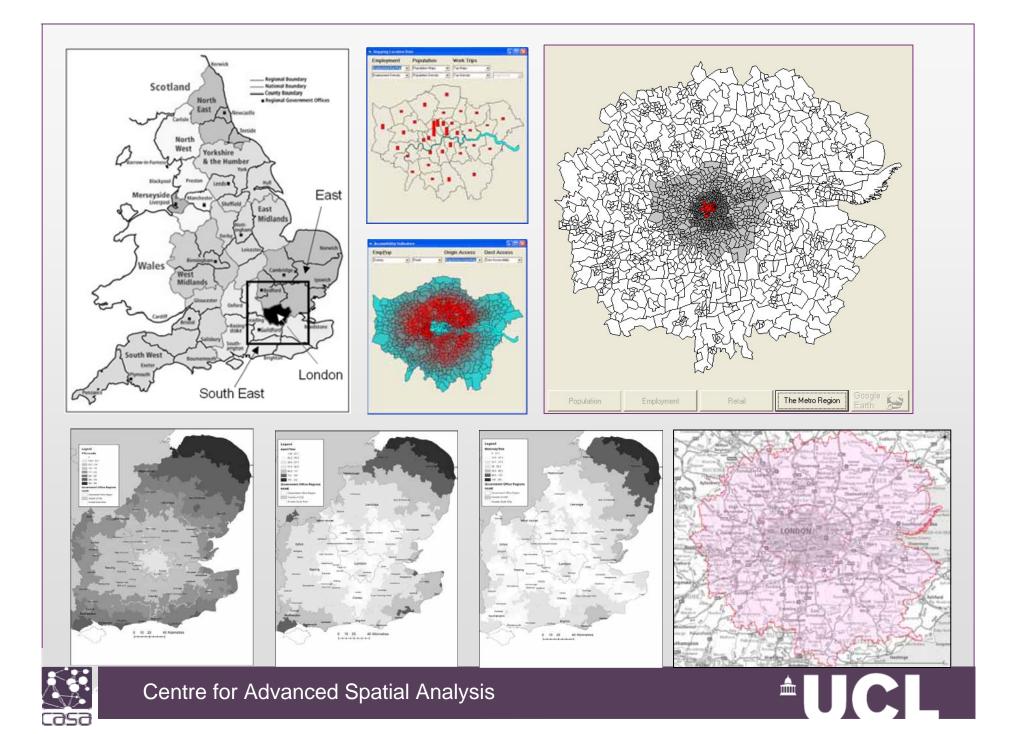


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Using Such Models to Test Spatial Impacts We also have a web based version - SIMULACRA

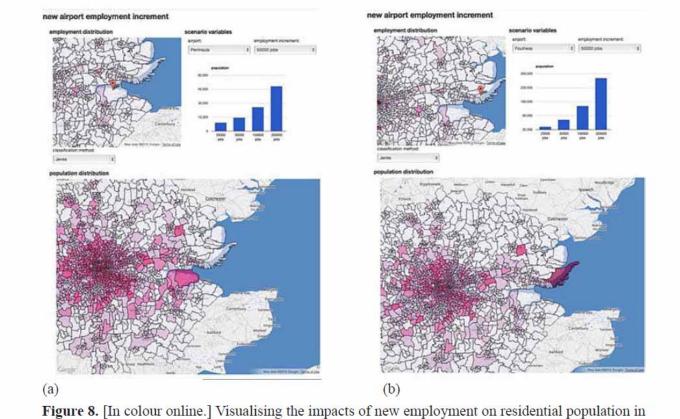
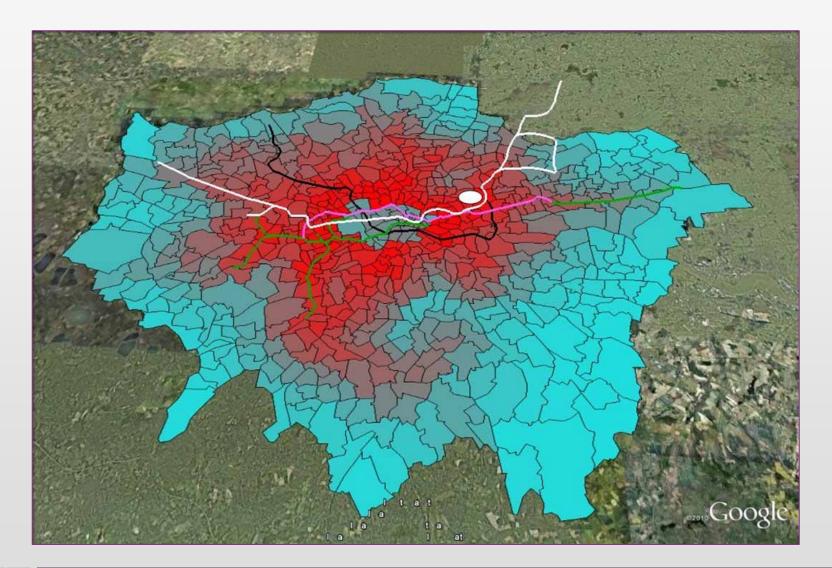


Figure 8. [In colour online.] Visualising the impacts of new employment on residential population in the vicinity of two proposed sites for a new London airport: (a) Isle of Grain, (b) Maplin Sands.



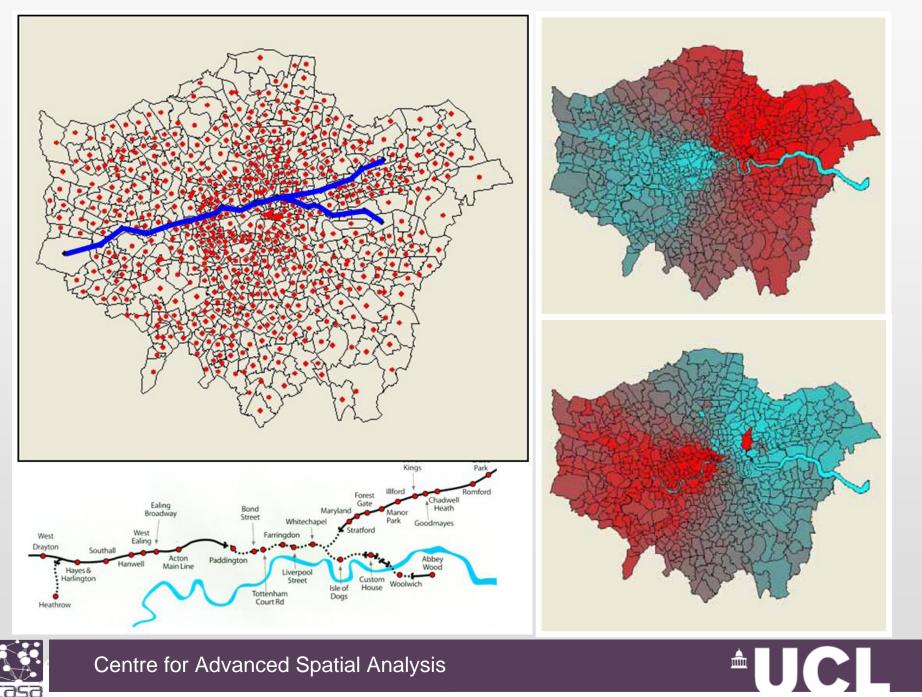


Infrastructure in London: Olympics, 3rd Runway, Cross-rail,









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Are These Software Projects? Not Quite ...

These applications and everything hitherto are not software projects – they are not designed to provide any form of user interaction unless it is to the model-builder, although they are very different from most large scale modelling in that they are visual and *imply user interaction*

From the beginning, model applications were based on simply calculating model outputs using standard programming – high level programming largely focussed on getting results.





But the users are other scientists – at best policy makers but there has been hardly any focus on user interaction

The field has been dominated by consultants writing programs to make models work to produce results that are presented in traditional terms. Most models are still non visual – our Tyndall and Arcadia models were much more visual but little focus on defining best practice with respect to users. The key message is that it has taken 40 or more years to get to the point where there is even any thought

about users other than model-builders.





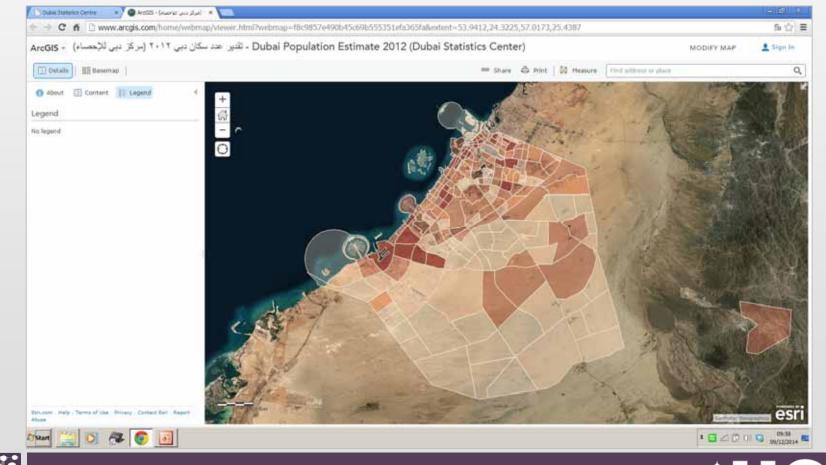
The focus has been at best *on demos* that others can watch – maybe interact with under supervision – but the notion of truly interactive use at the level of modern software is fairly remote – until this happens the field will remain in the hands of consultants and academics.

It may well be that this will be the case as yet for a long time to come but it has enormous implications for model use and applications in the world of all pervasive IT and smart cities. Much the same, if not more so, it true of economic modelling. We this will change but first the typical demo





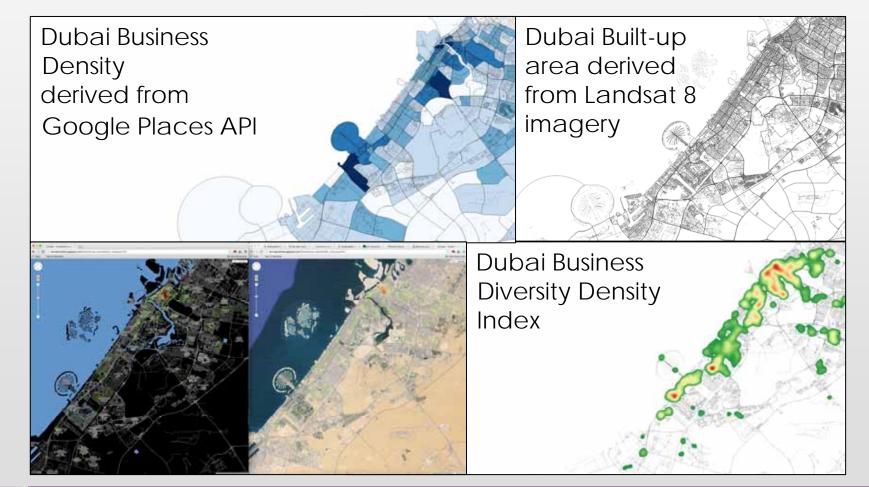
Small, Fast, Simple Models: The Dubai Pilot A New Retail Centre in Dubai







Where did we get the data – in a data poor environment?









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Dubni Model

CASA and the Future Cities Catapult Projects

Predicting Urban Futures for Dubai

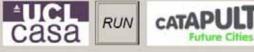
Simulating Land Use, Population, Employment, Retailing, and Transportation

Dubai Population Estimate 2012 (Dubai Statistics Center)



Here we simulate the impact of large changes in urban structure on the population and employment distributions in 220 communities which define the Emirate of Dubai. The population and employment which are linked together through the transportation system and flows of trips. The model we use is heavily data driven as the data mirrors how people locate and interact in the city.

This is a simple demonstration to indicate the features of such a simulation model. If we were building this model for operational use in planning Dubai, we would have many different sectors describing different types of population, distinguishing particularly between guest workers and the local population, and between retailing, construction, financial services and related industrial activities. We would also define transport by different modes.



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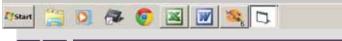


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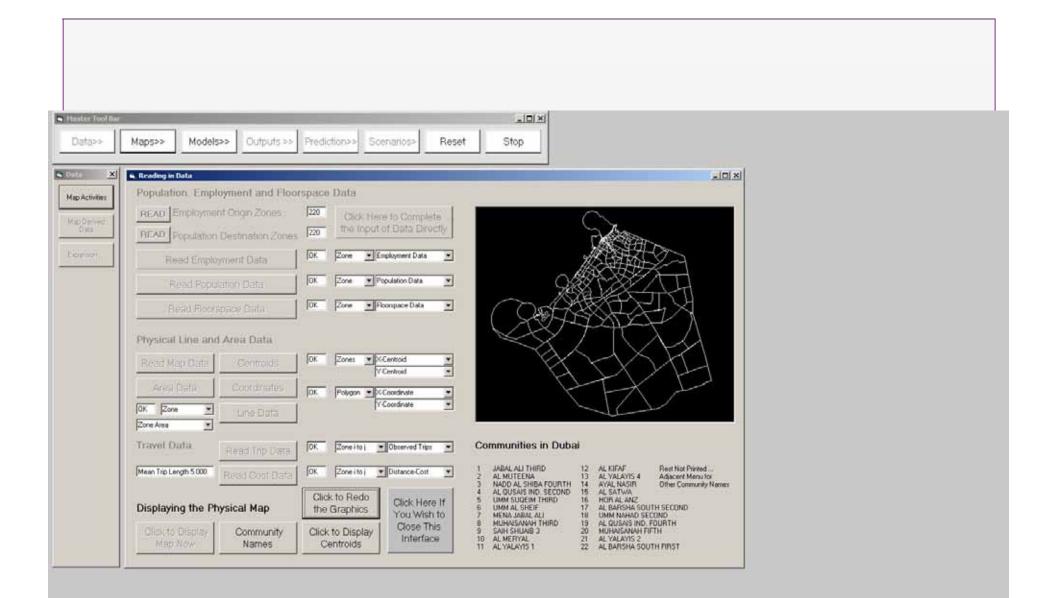
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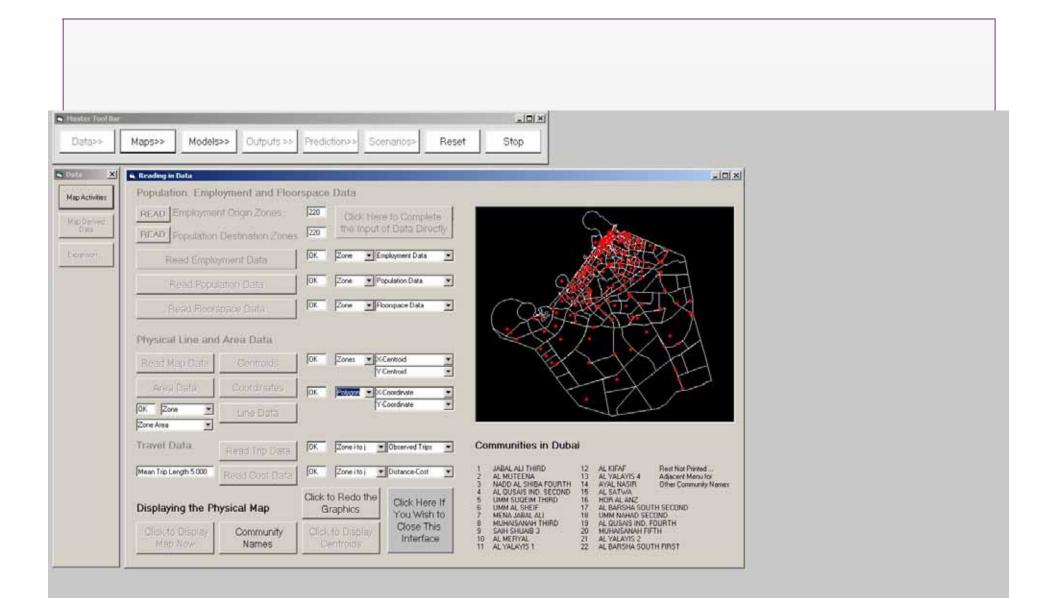








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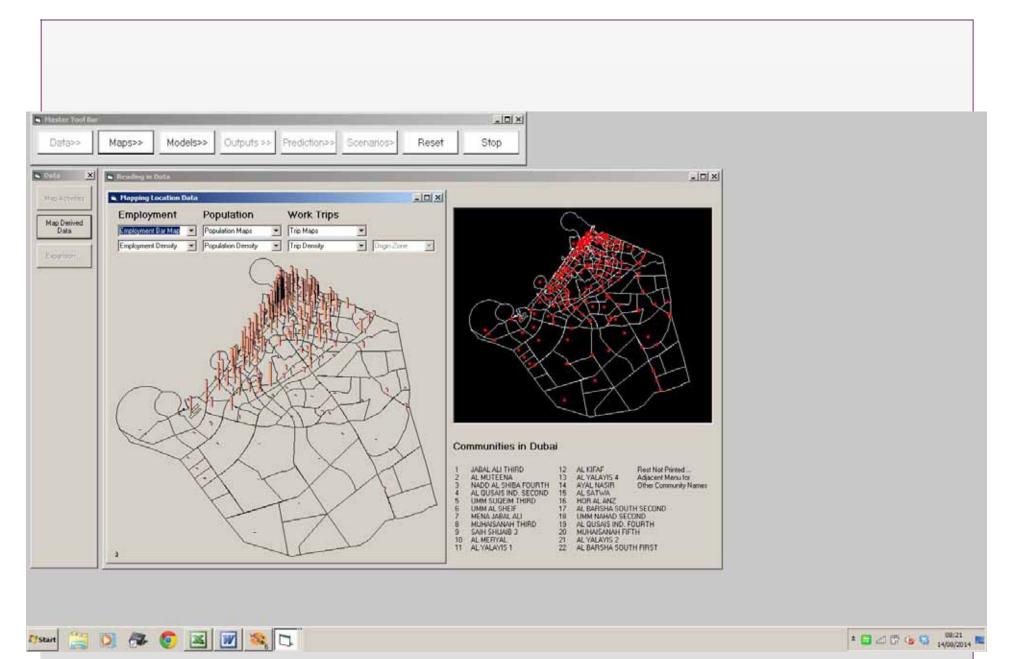
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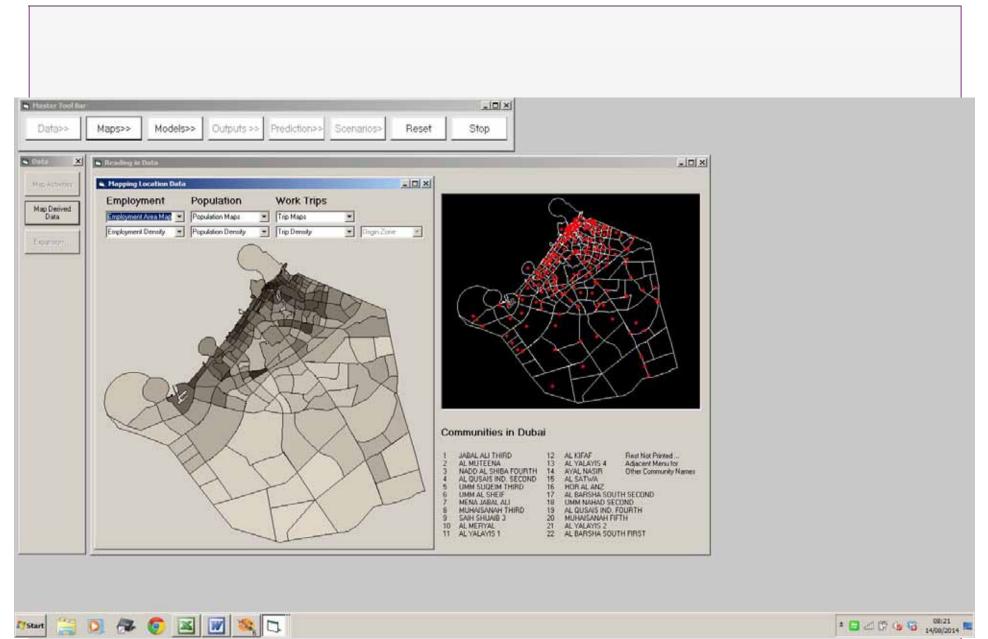


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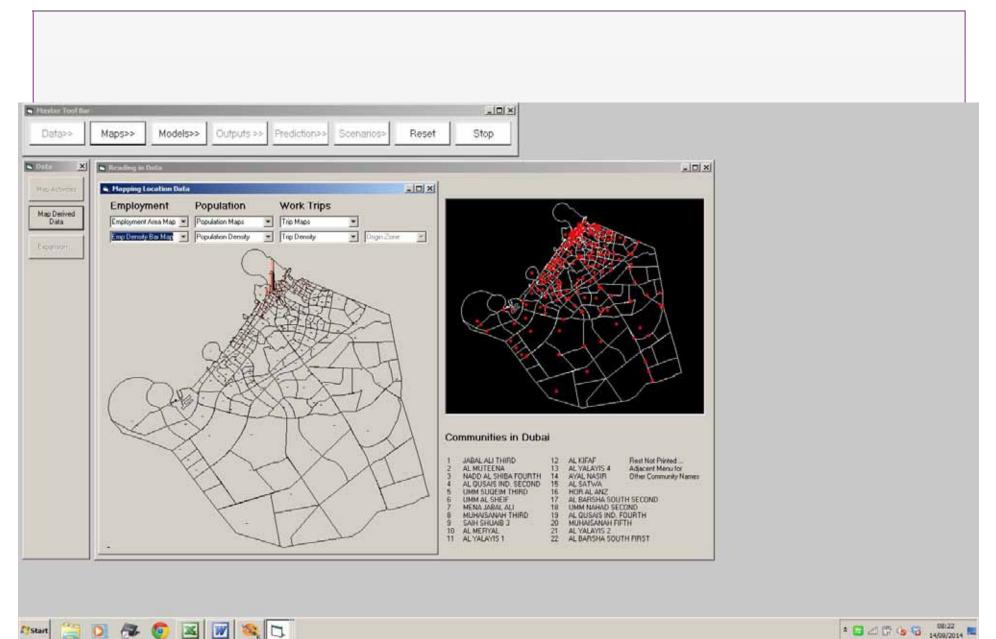








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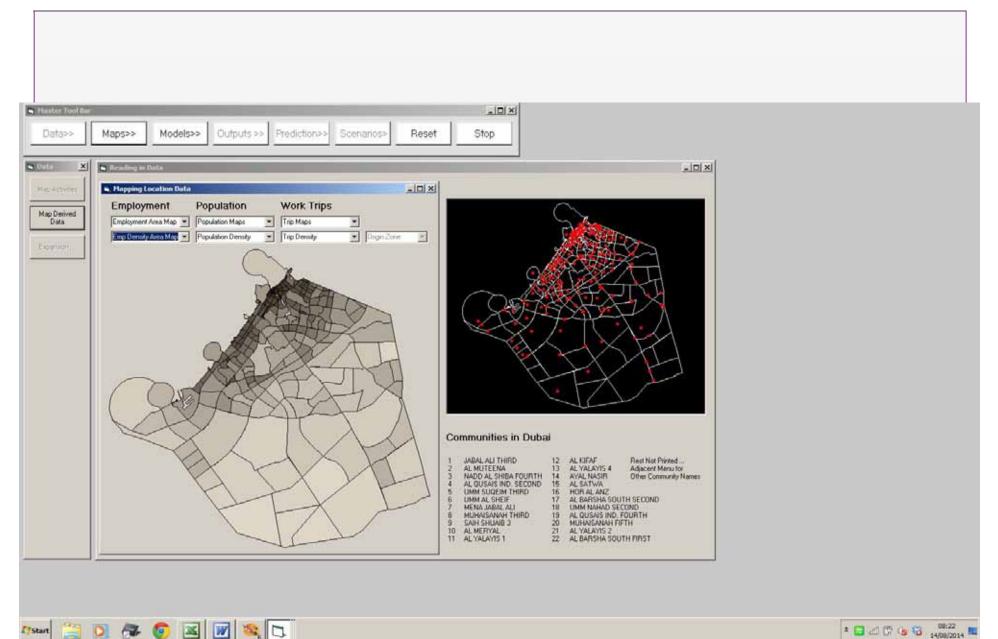


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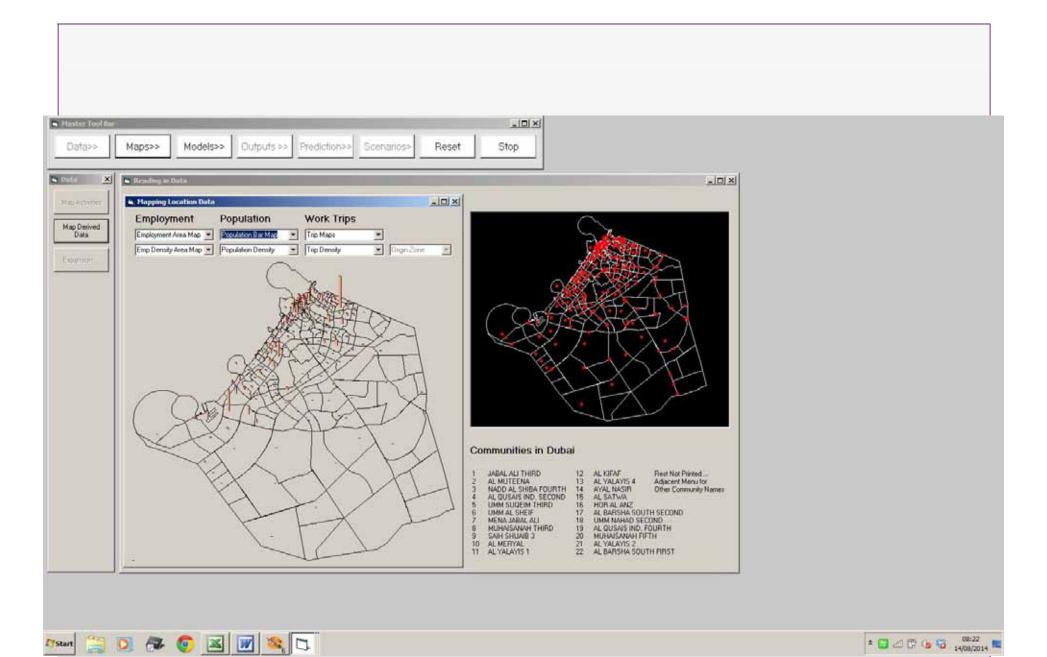
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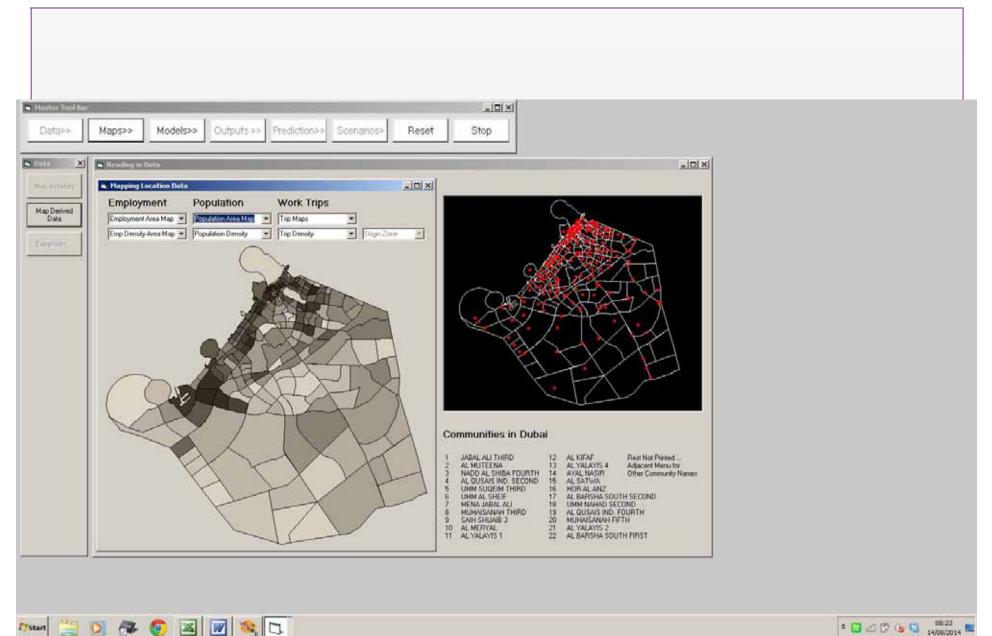
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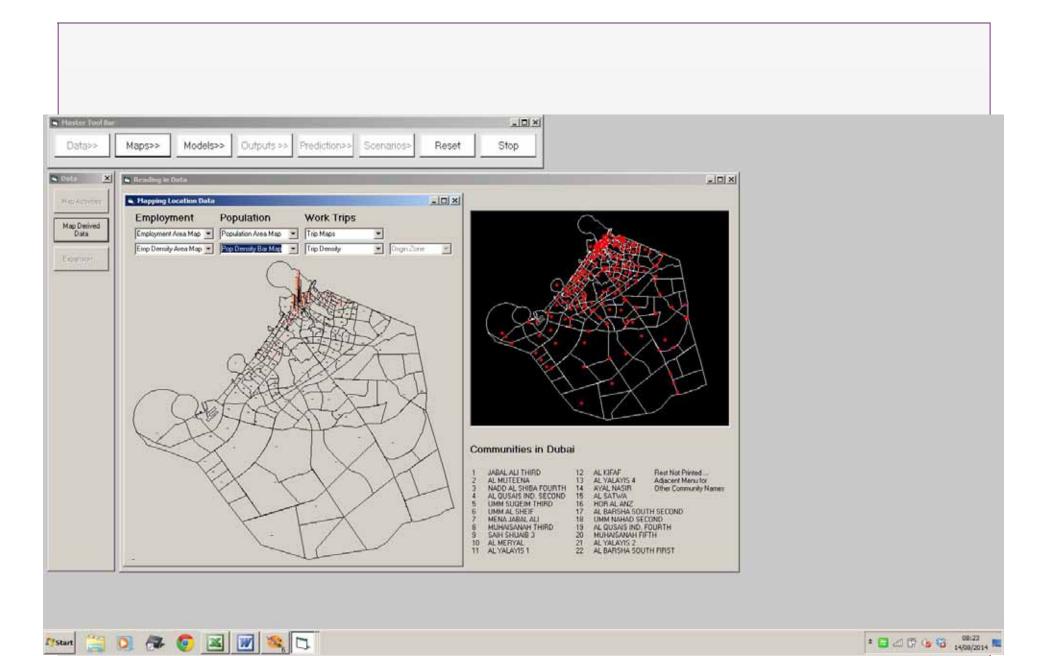
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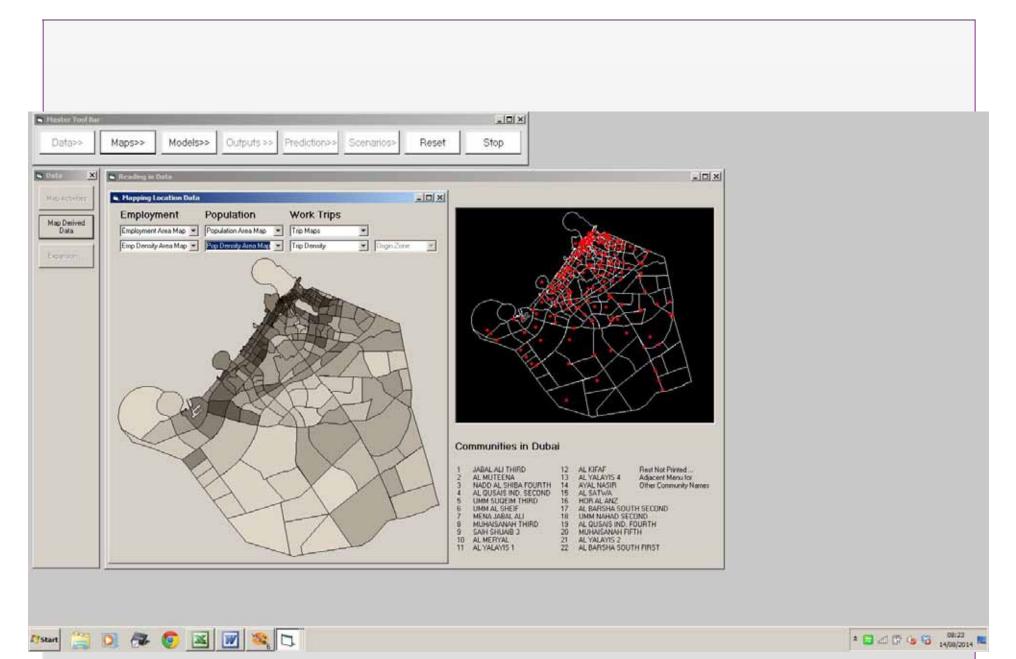






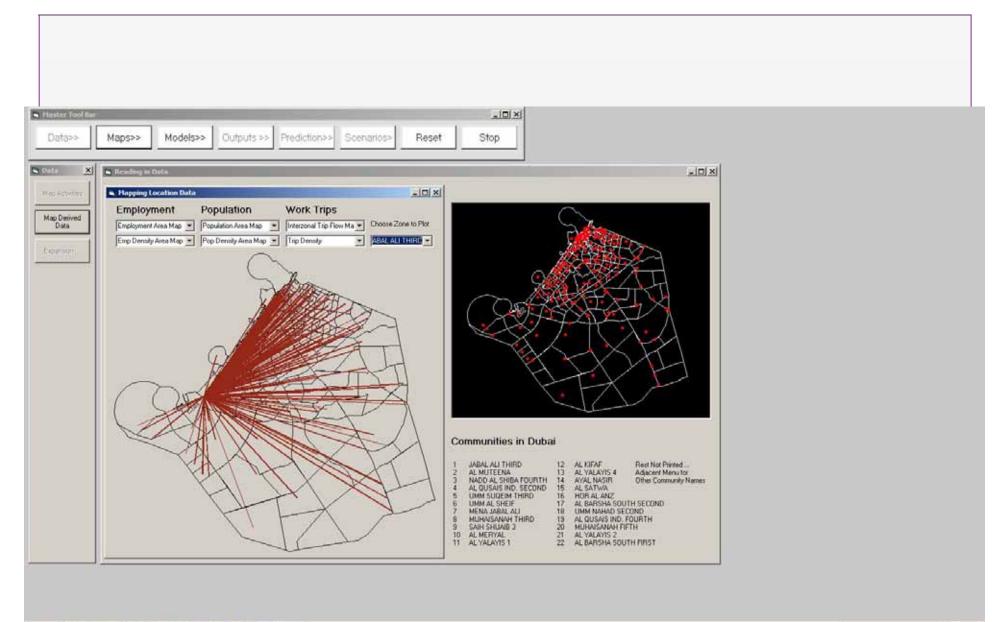
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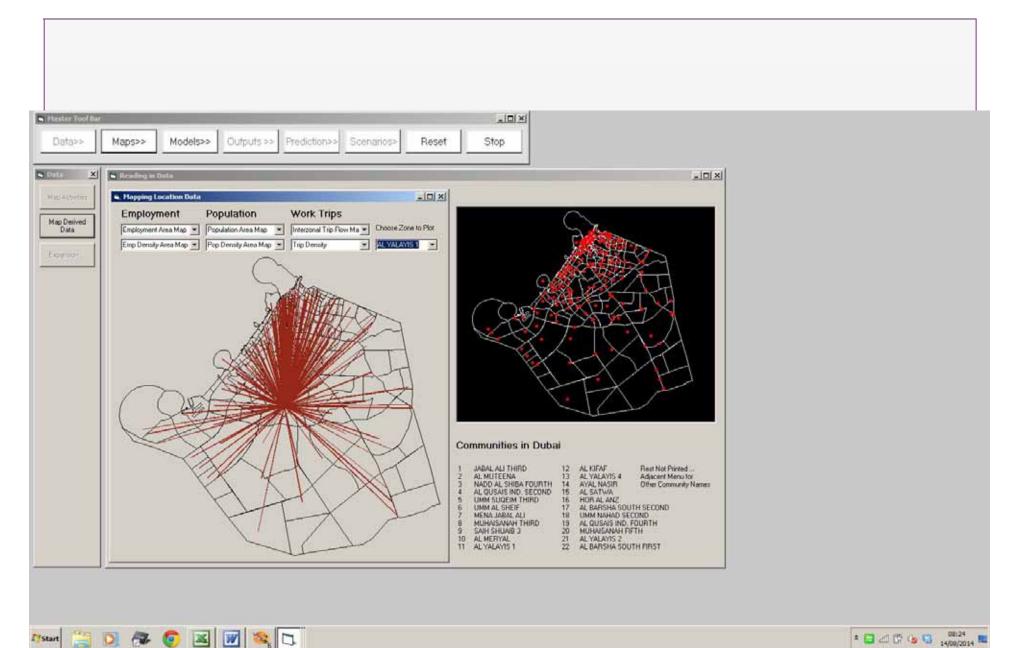


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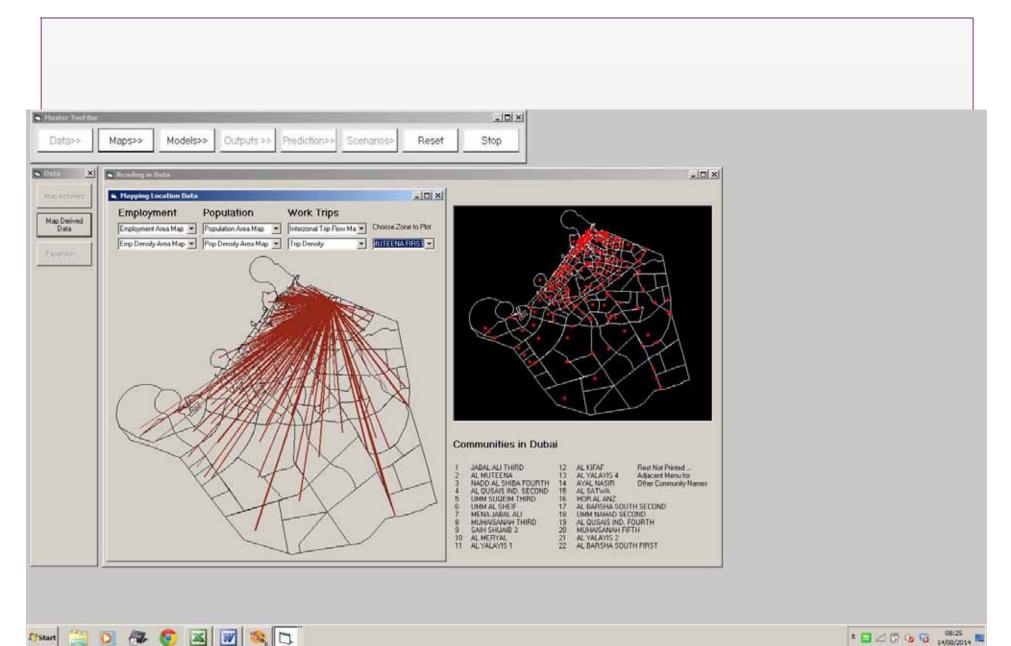
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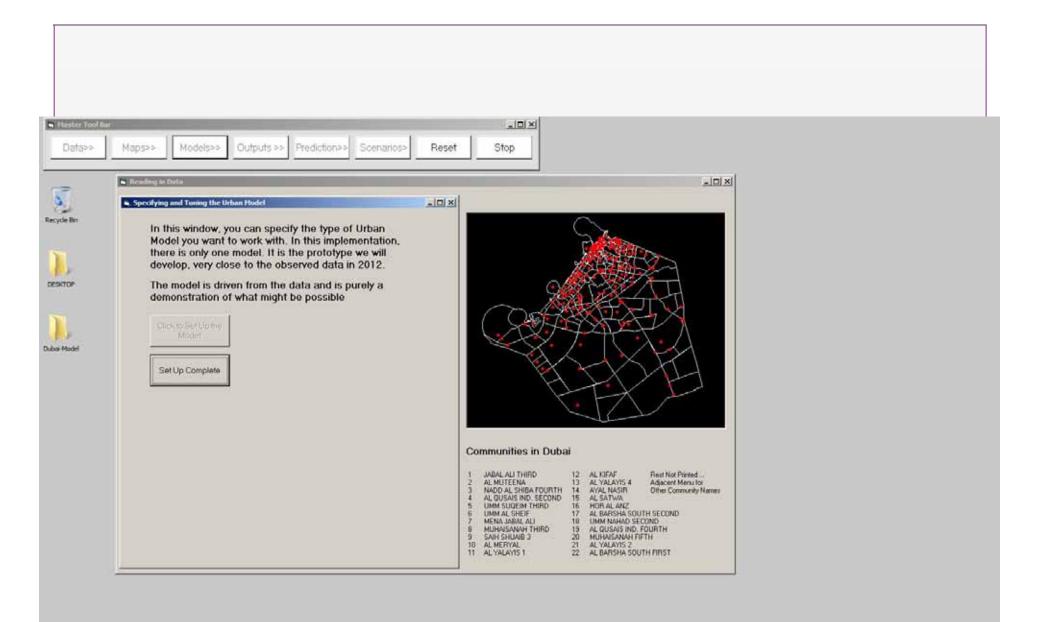




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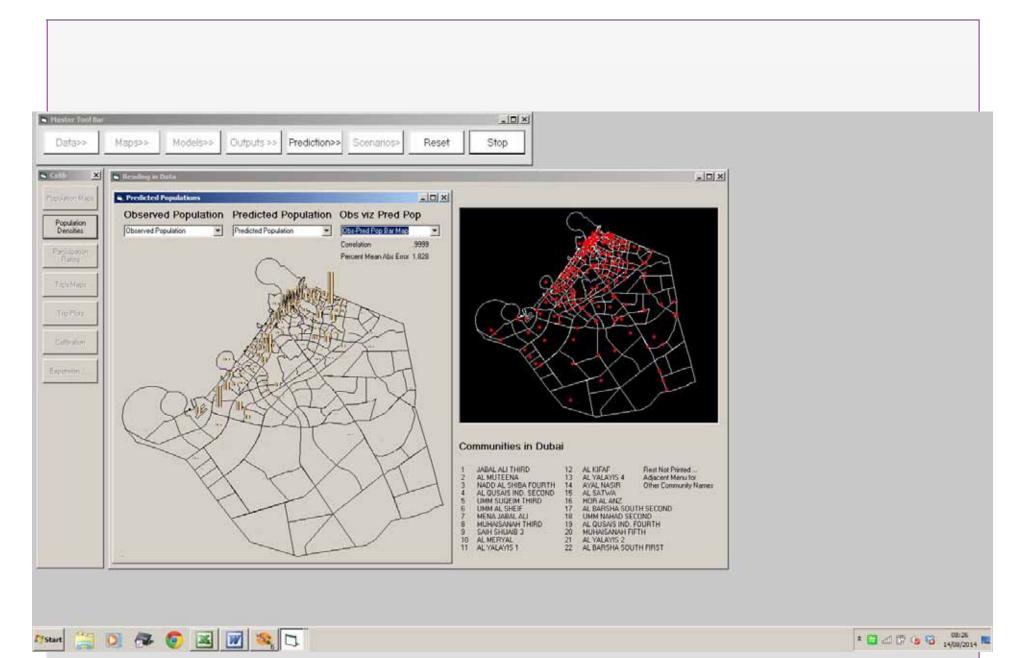








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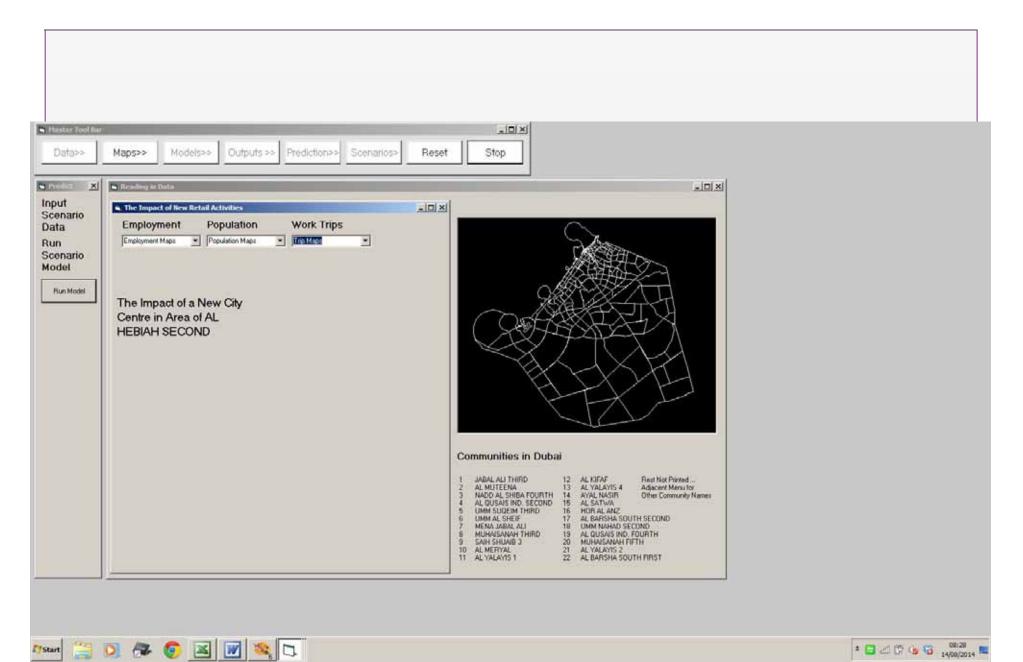
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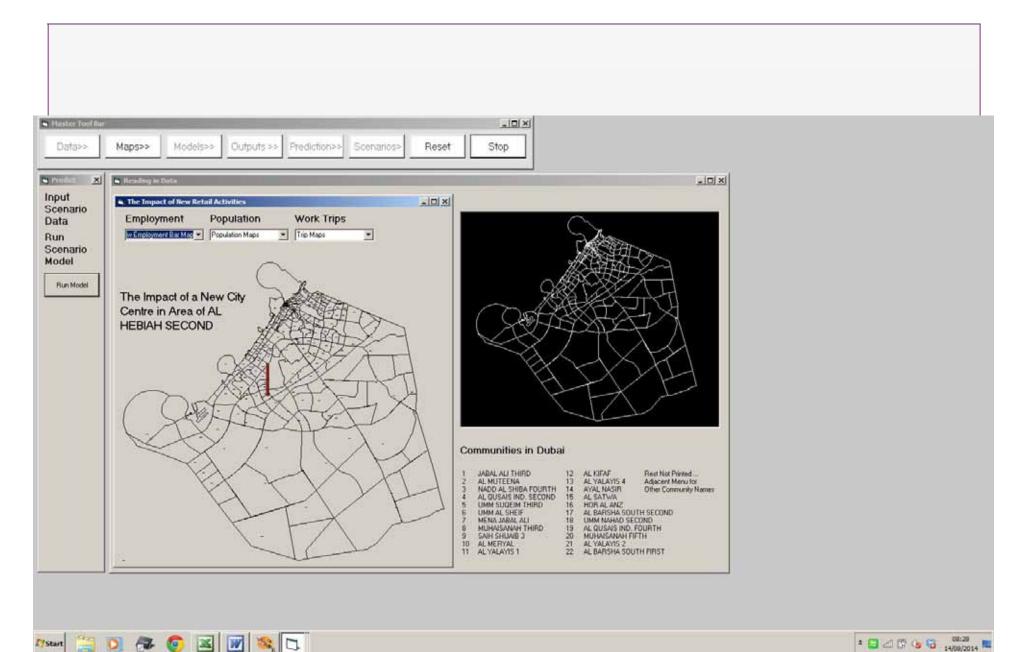


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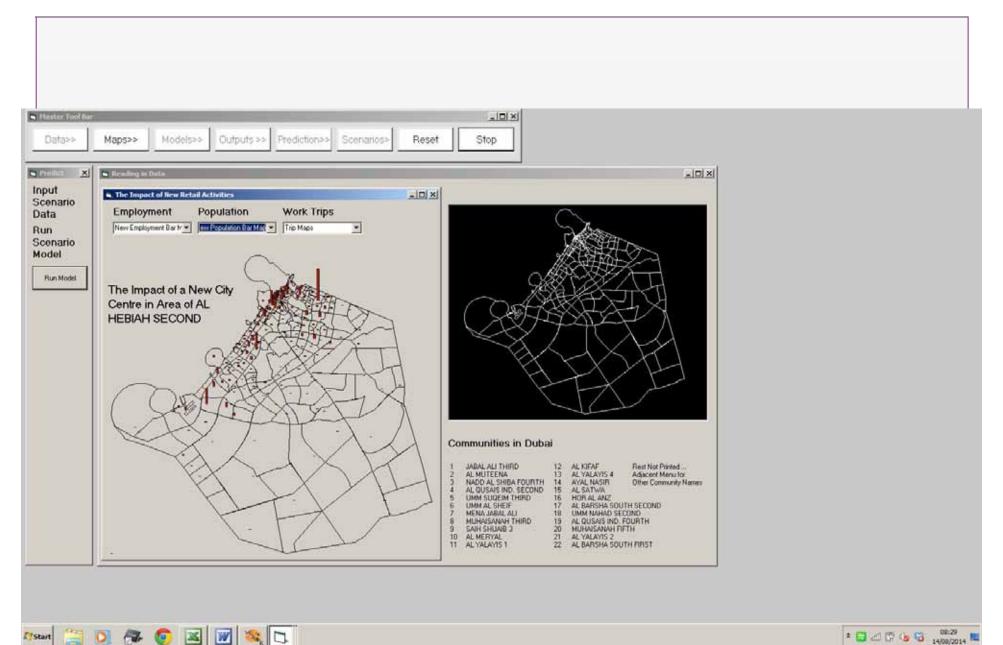




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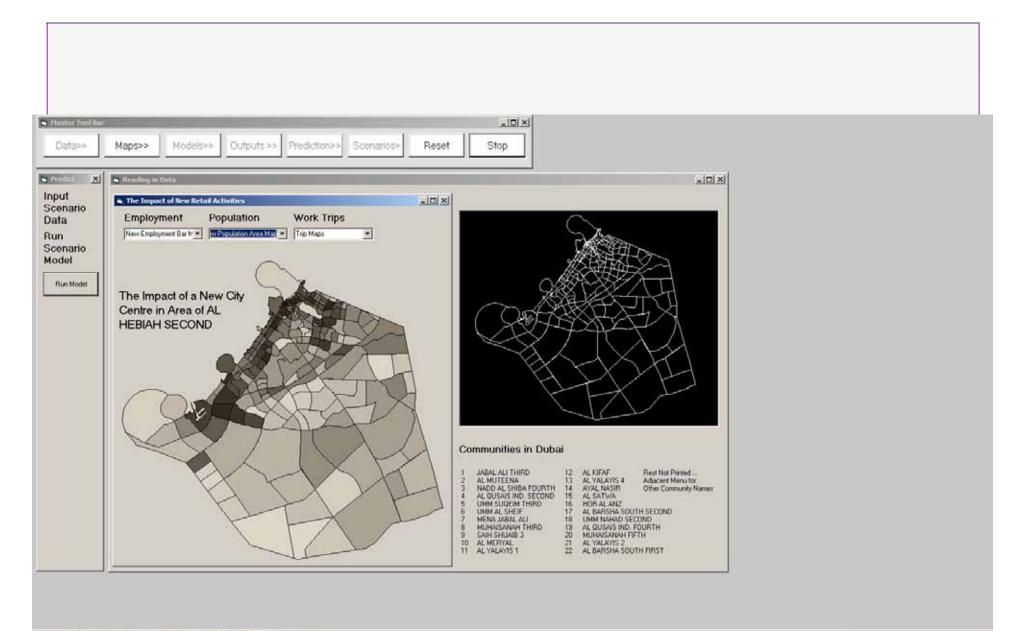




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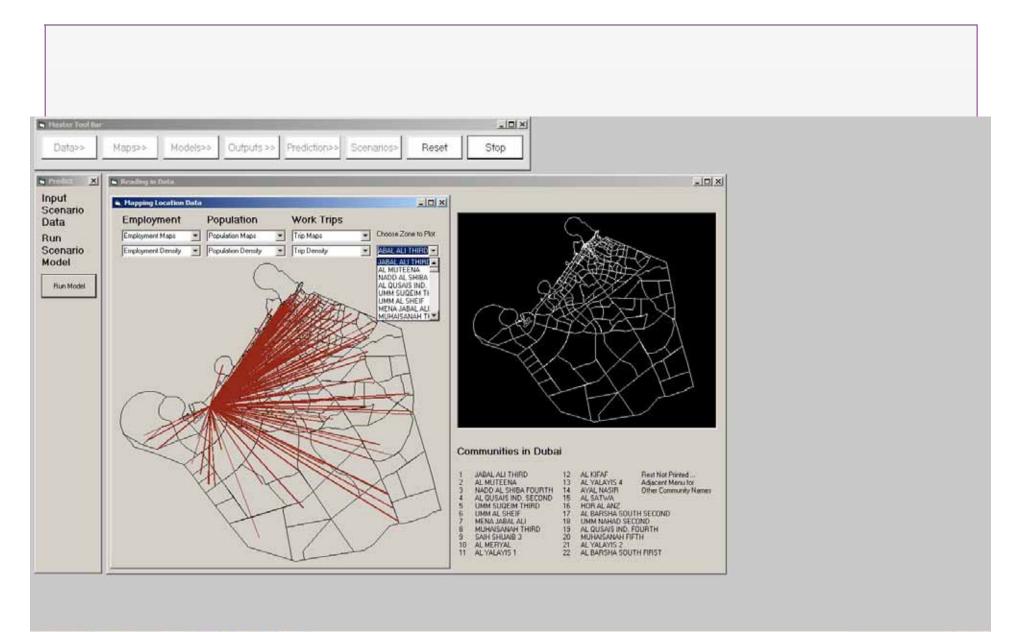








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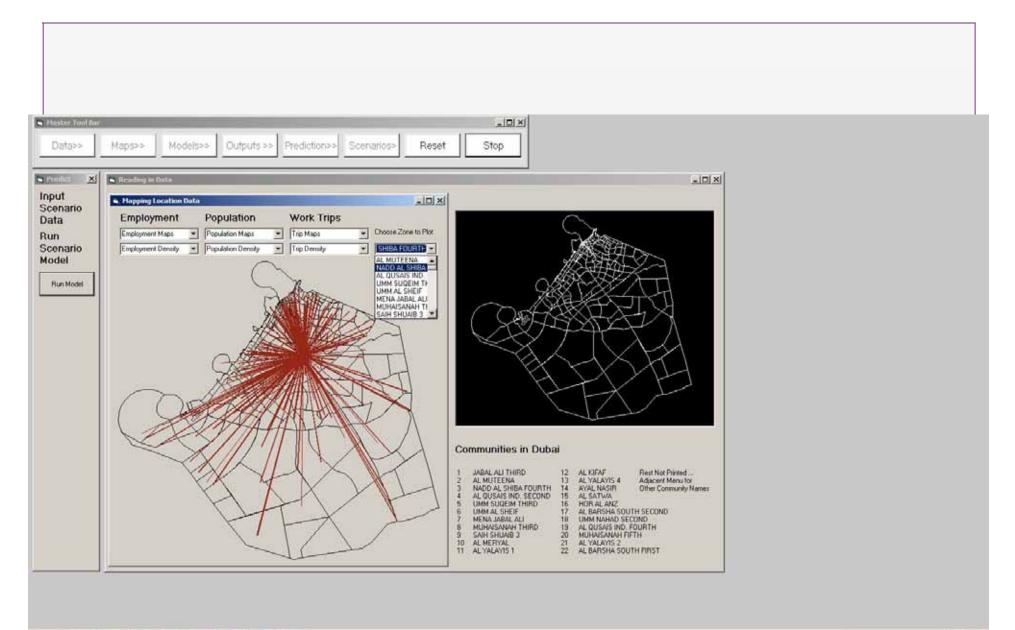


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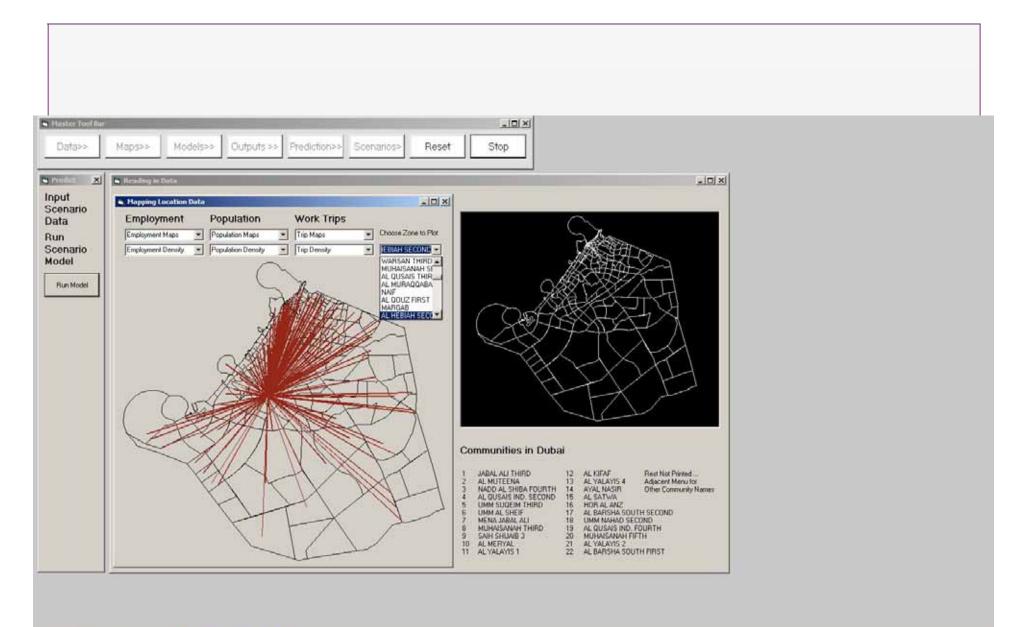


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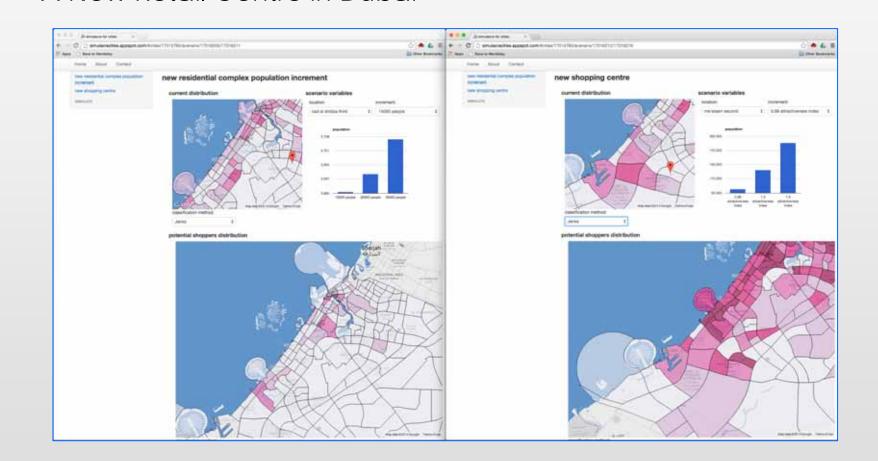






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Applications A New Retail Centre in Dubai







Big, Fast, Spatially Extensive, Many Users: Quant: this is software

Our current model is being built for the *Future Cities Catapult* for all of E & W – Scotland will be added but not yet because the 2011 census data wasn't ready in the correct form when we started last year Then model is dead simple –the journey to work but 7201 zones MSOAs but there are many issues of speed – that Richard our programmer is working on The model will be massively extended once the user interface is sorted and the balance of client-server computation resolved. Of course it is web-based. Centre for Advanced Spatial Analysis



The model is now being designed by a small team a programmer, a designer who is a model-builder (me), a user interface specialist and a part time graphics programmer The model is web-based -very large - an order of magnitude larger spatially than most equivalent models – for all zones in E&W because we need it to be operable by any stakeholder from any area of E&W to test impacts of economic-demographic

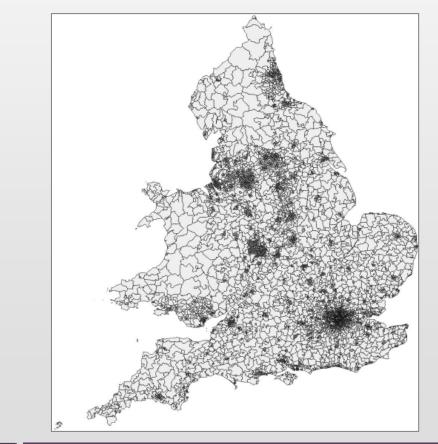
and transport change.

The size and scale of the models introduces new issues about scalability which we will note as follows





The zoning system is massive – because we need to cover everywhere rather than building specific models for each place.



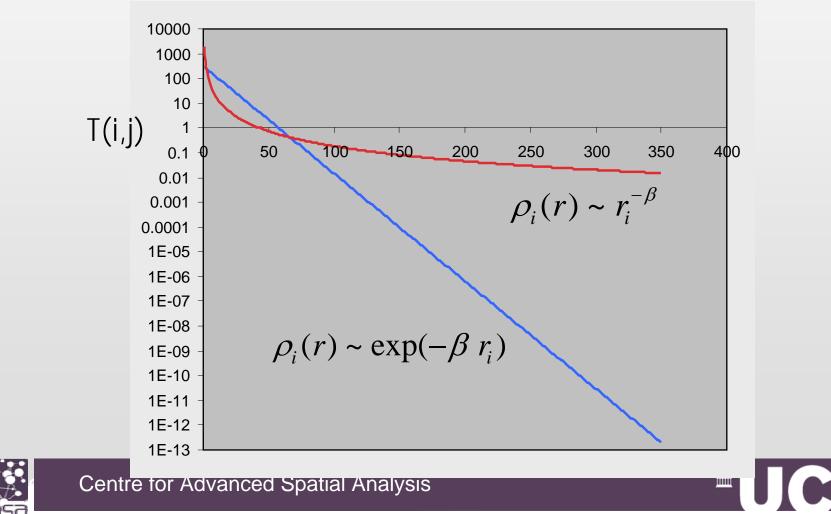
The big issue is – how do we predict long distance travel. We would like to use an inverse distance rather than a negative exponential function of distance i.e.

 $T_{ij} \sim O_i D_j d_{ij}^{-\beta}$

But we will generate trips at infinite distances and our assumption is that if we extend the zoning system a very very long way from every origin, we will get too many trips – fractions of trips at long distances



In fact, if we use a negative exponential function, on average we reckon that by the time we get 120 kms from a place, we won't get any trips – T(i,j) \rightarrow 0



It is 350 kms from Manchester to London and biggest distance is Berwick on Tweed to Lands End 885 kms, so the negative exponential model handles this OK. We still have the problem of getting integer trips. Currently we round up or down and this more or less preserves the constraints – we would like to handle this better but if we choose from a probability distribution ... well this is not quite the model we are building as it is supposed to distribute aggregates but ideally aggregates that are integral. To do it by assigning each individual in the aggregate seems somewhat odd as it isn't a discrete choice model





Ok – there are a lot of issues pertaining to software design that we need to handle – and let me list these

- What goes on the client and what on the server currently data and computation of model on the server, map rendering on the client
- What happens if the model is still computing for one user and another user logs onto the system – has to wait for the first user to complete?
- How fast is the model ~ 5 seconds maps take about 5 seconds to render – as we grow the model we need much more speed and we can get it

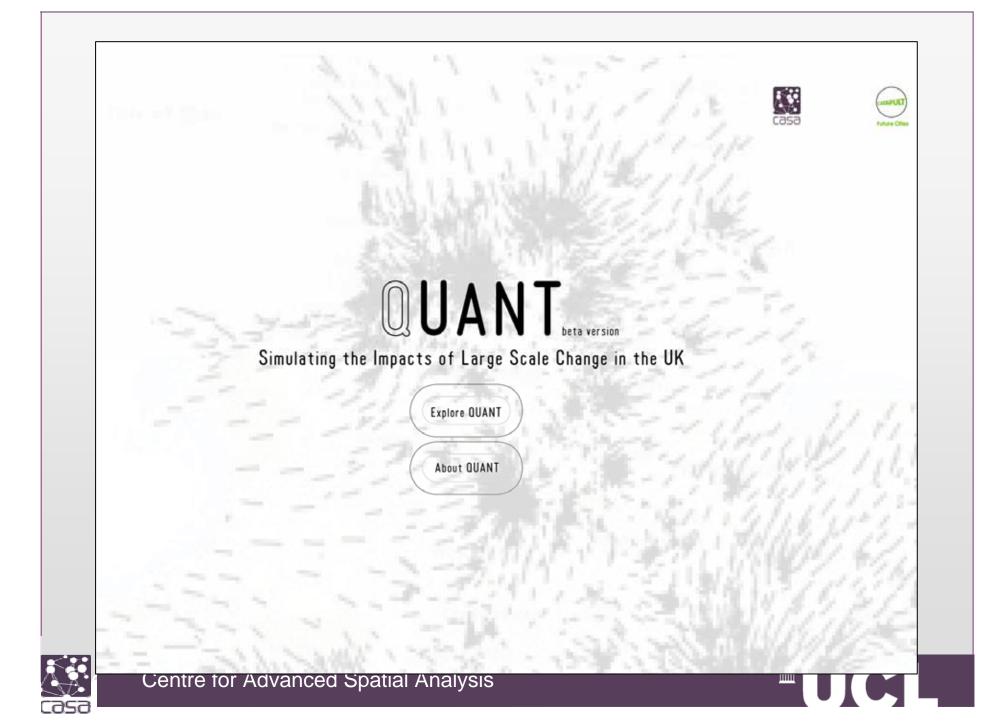


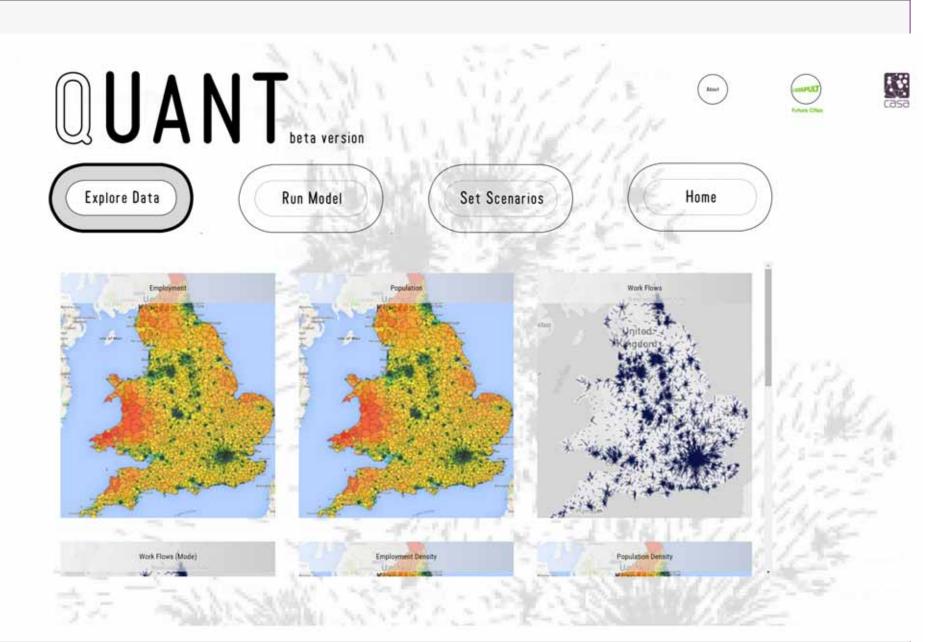


- Our model will be a lot bigger several sectors, disaggregation of population, employment, capacity constraints, predicting some form of market clearing based on land use area and rent/price
- Assignment of trips to network and capacity constrained assignment
- Multimodal travel more than one network
- The current model has two variants of the network crow fly and over the road
- The model is online and you can get this at
- <u>http://quant.casa.ucl.ac.uk/</u> don't use Safari



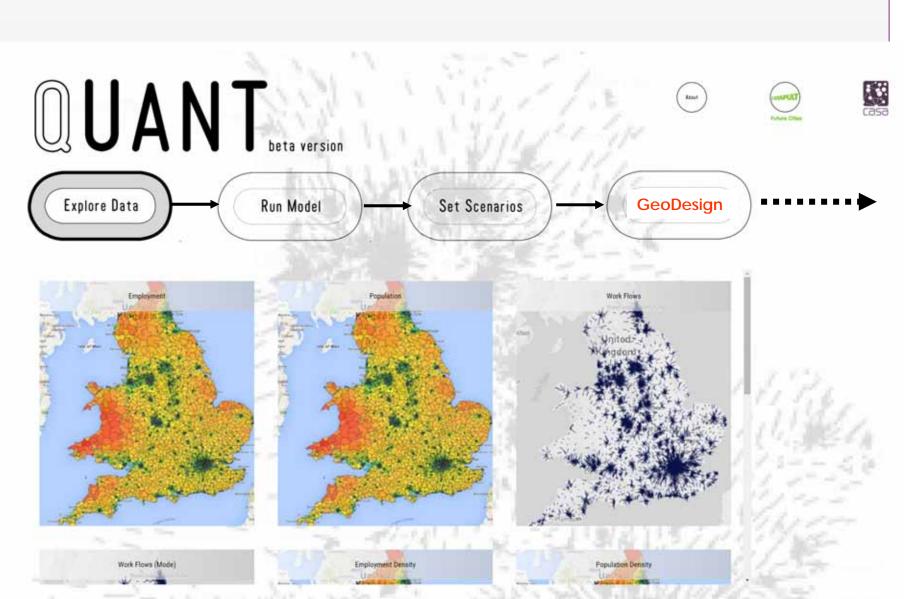








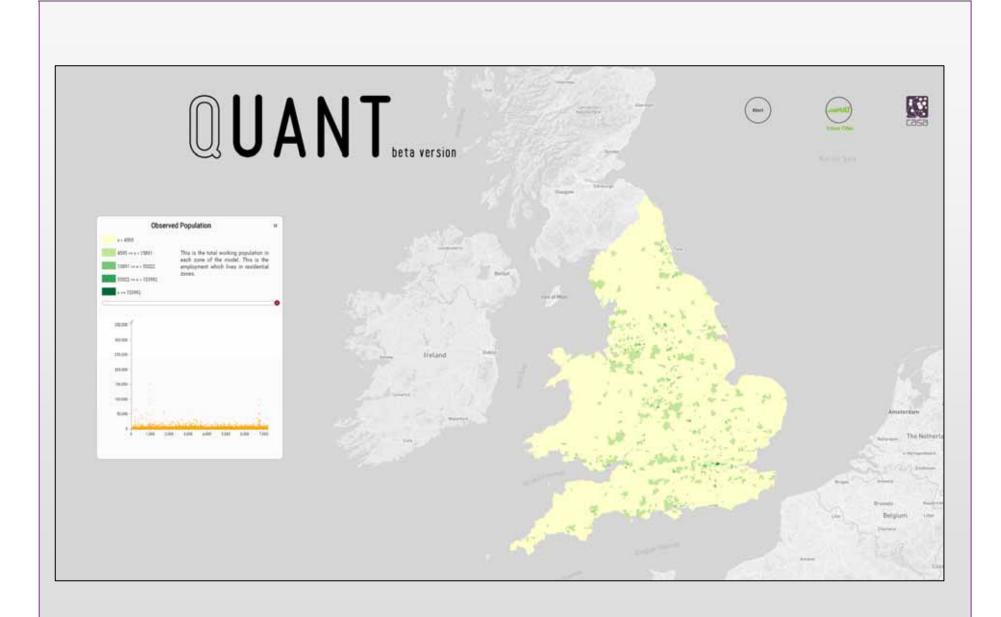




The interface is extensible - and data in terms of maps, flows and so on can be accessed in this way

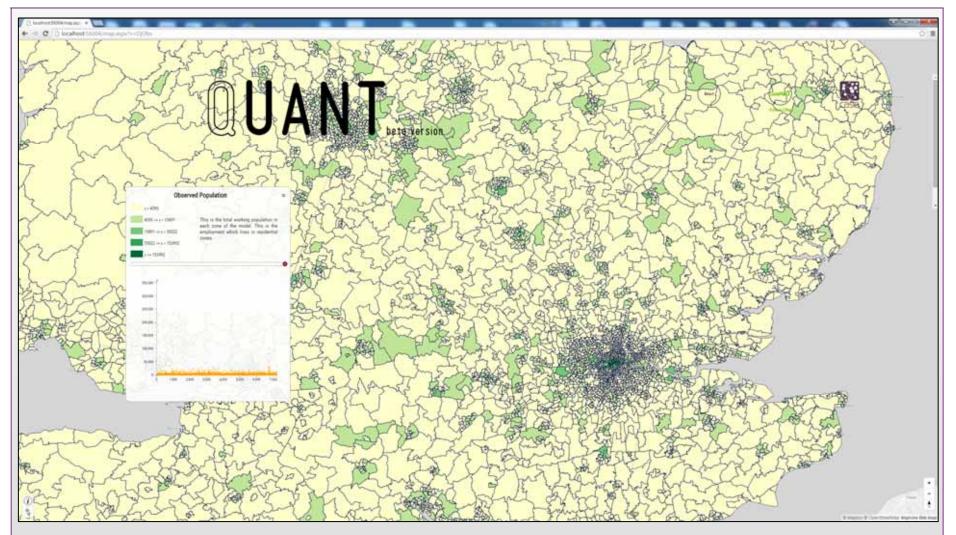






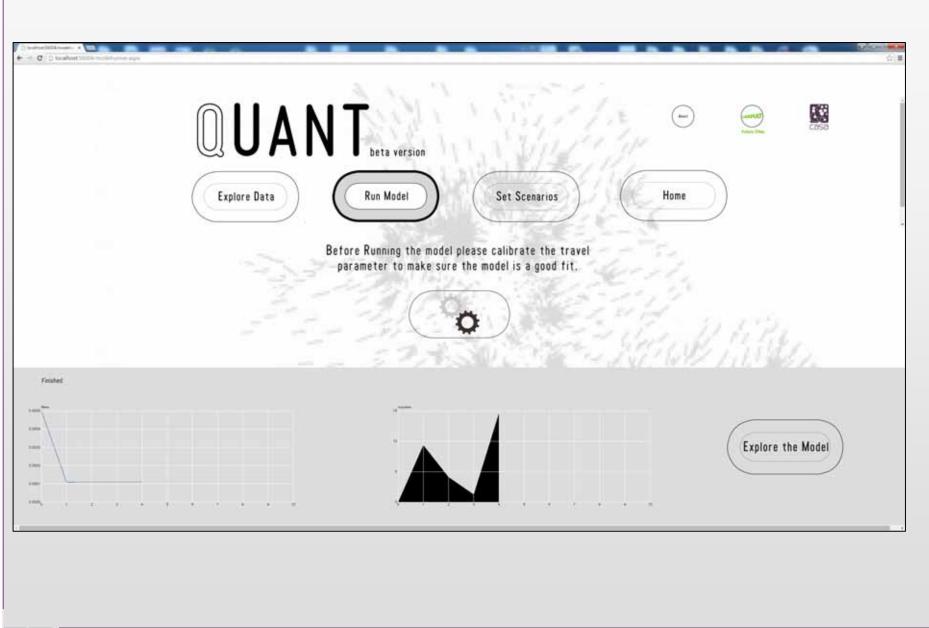




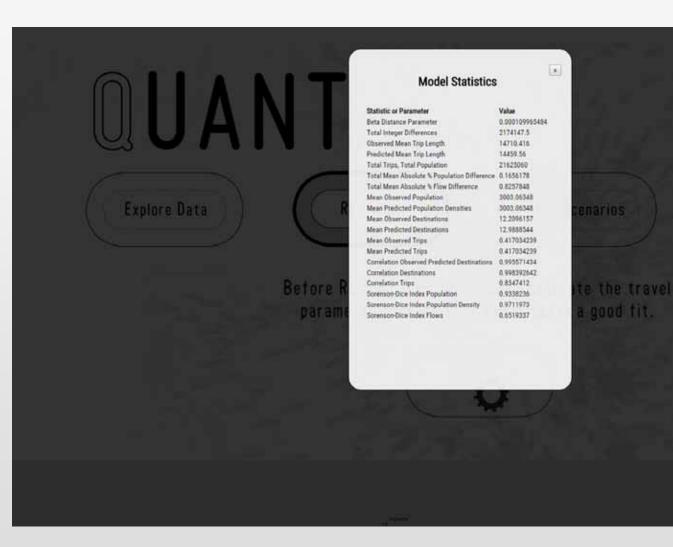


The idea is that we drill down on this map and change its representation to other forms, bar-histogram map, 3D, Google Earth and so on. There are many other graphics that will come through the scrolling graphics interface





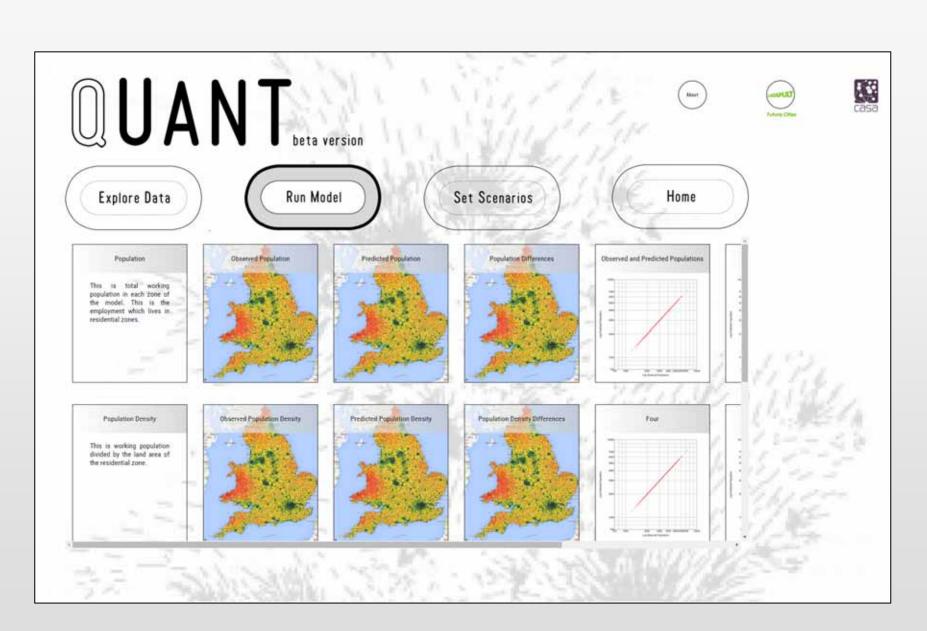




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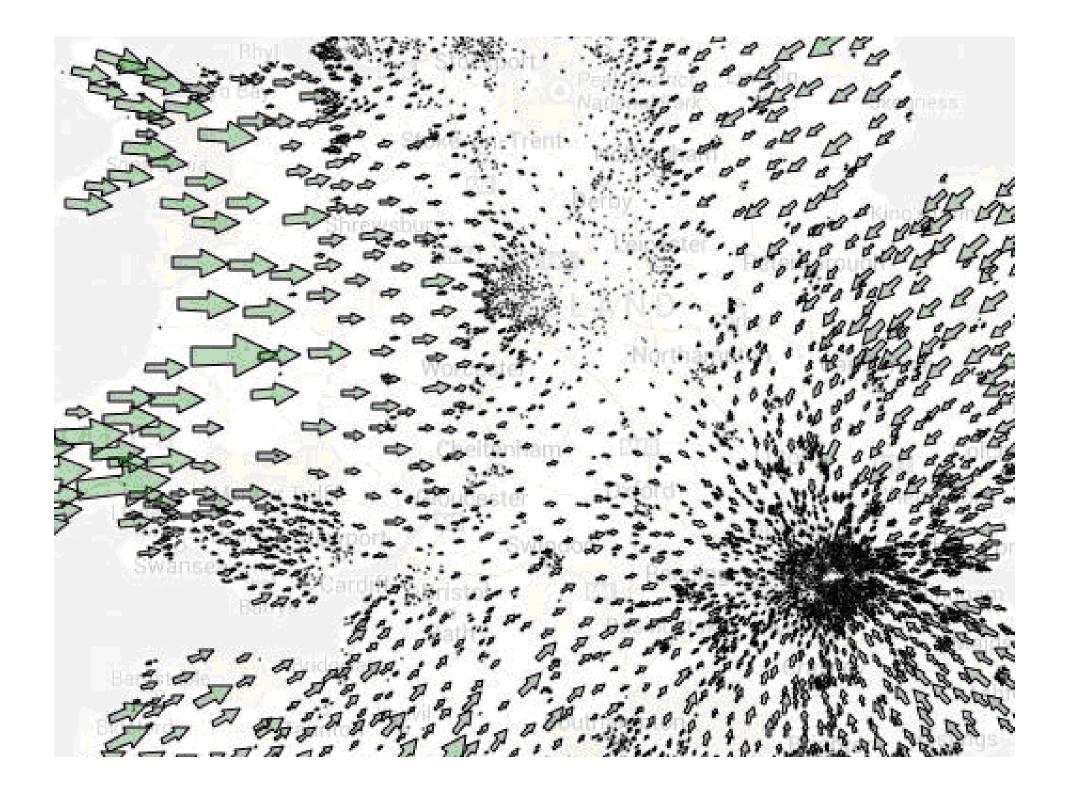
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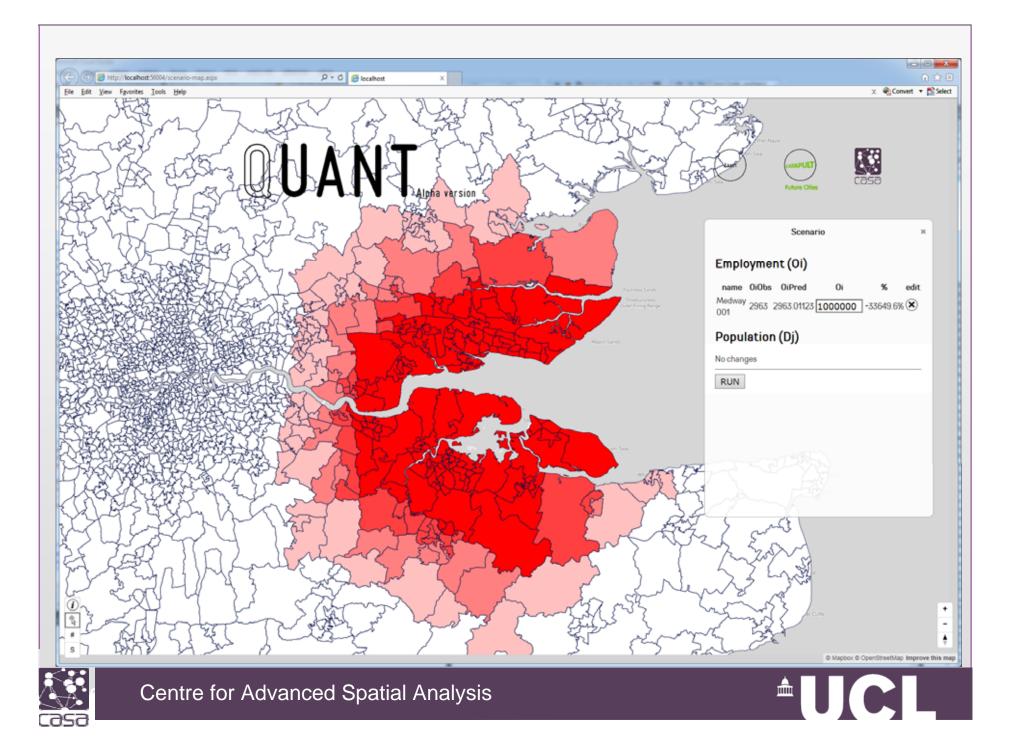












Embedding Models in Practice

There are many things I have not said about how we define scenarios and embed these models in practice – I am thinking here about planning practice and decision-support systems – planning support systems Lot of work on this area and part of our work with FCC

is to provide them with tools like these so that they can introduce them to potential users and stakeholders of various kinds I will finish at this point





Thank You

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