

Smart Cities

SESSION V: Lecture 2: Urban Simulation and Prediction

Michael Batty

m.batty@ucl.ac.uk

 @jmmichaelbatty

<http://www.spatialcomplexity.info/>

<http://www.casa.ucl.ac.uk/>

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 operational 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 underlying theories and models that pertain to such 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.

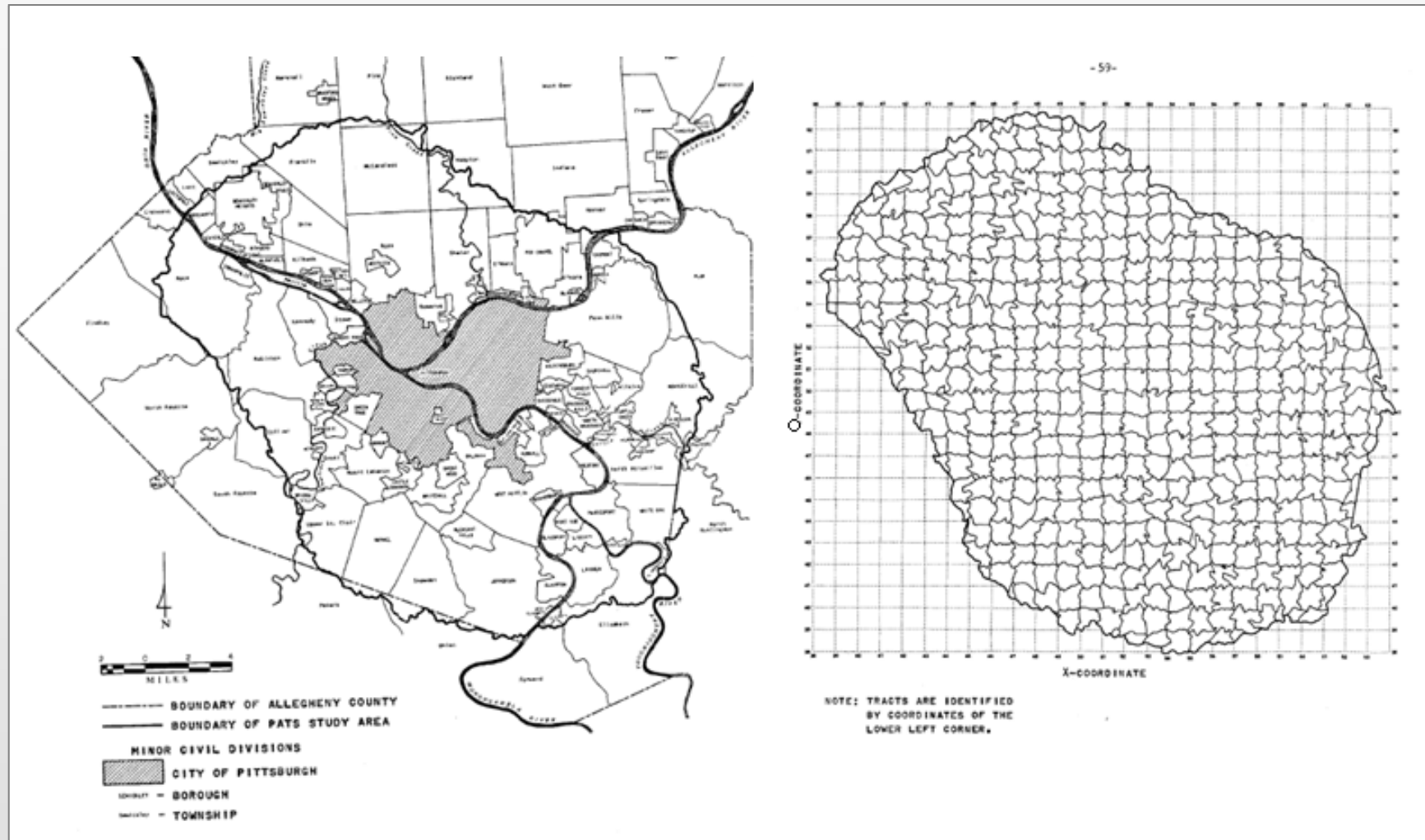
Some History: Where From, Where To?

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.

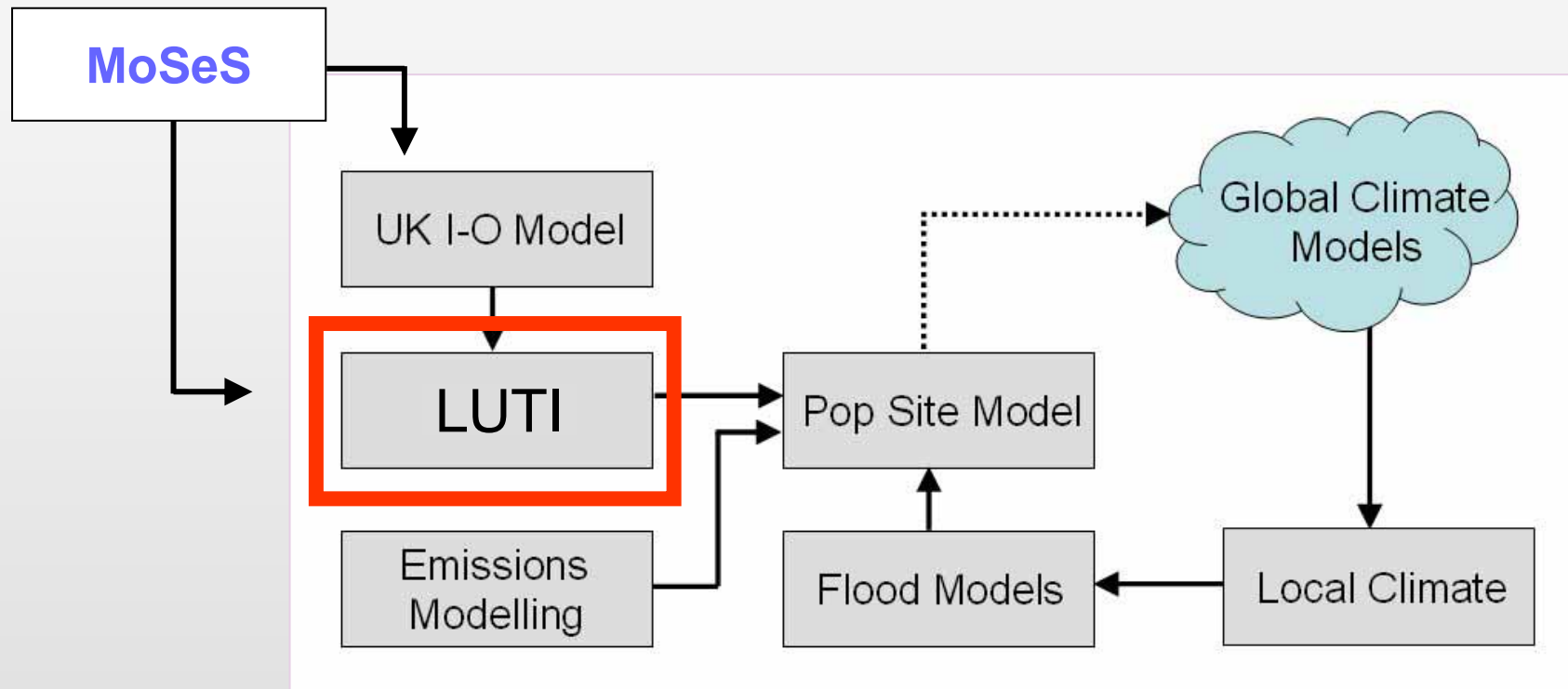
Lowry's model for Pittsburgh in fact set the standard for what could be achieved in those days and a lot of work since then is in his spirit





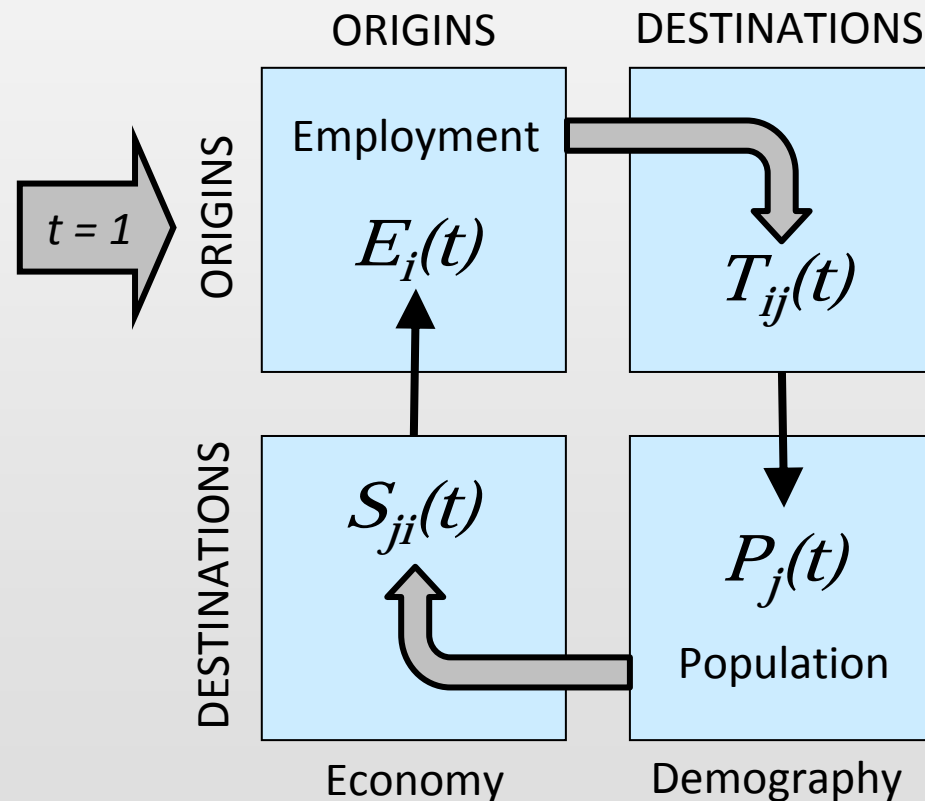
Let me fast forward to the sorts of models we have been building on and off in my group in the last ten years

CASA Models: Tyndall and Arcadia Projects



Tyndall Cities – An Integrated Assessment of Sea Level Rise in London: Our work is on the LUTI Model – Land Use Transportation Interaction Model

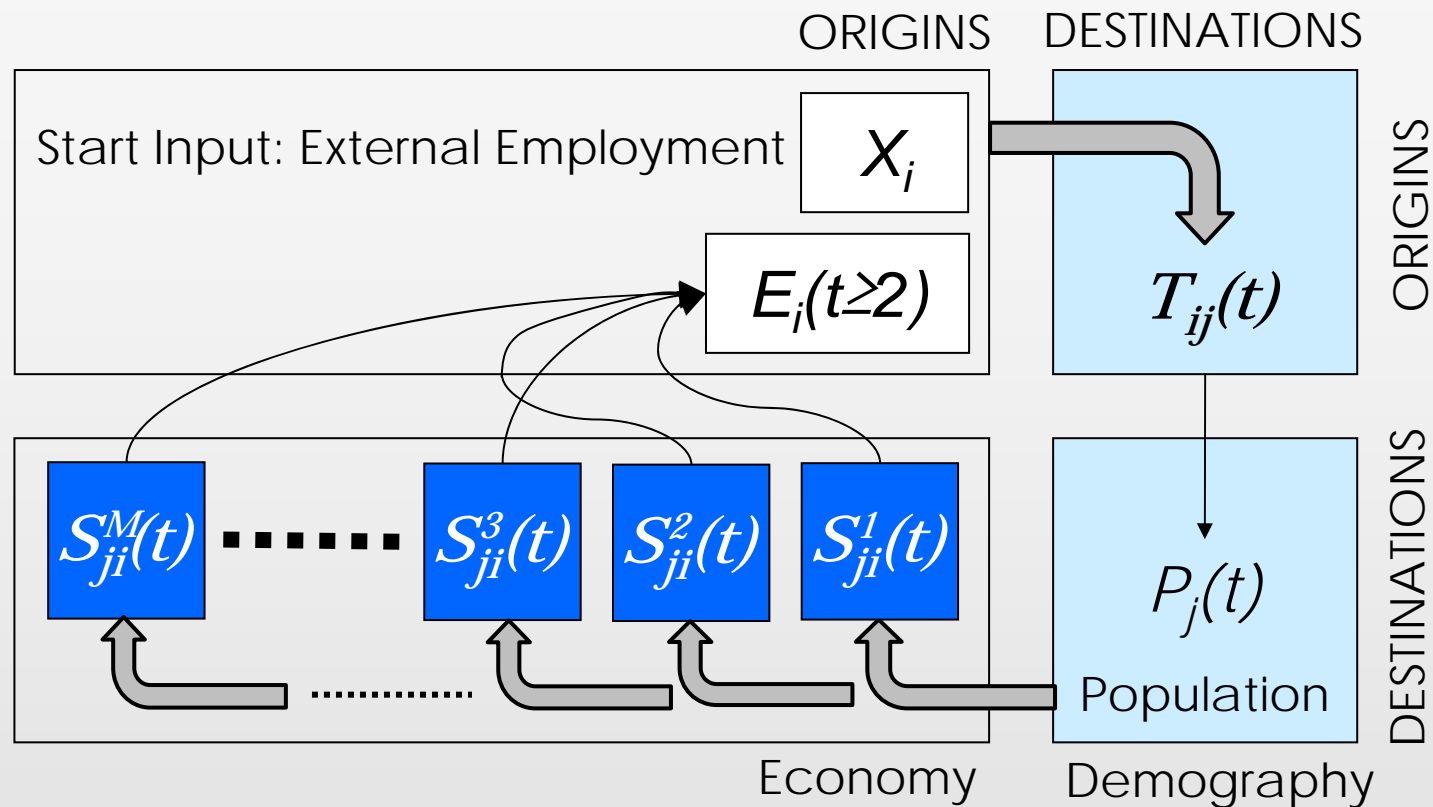
A quick sketch of the model structure – ie
what does it do



*The grey arrows are
spatial interactions,
the black are
scaling*

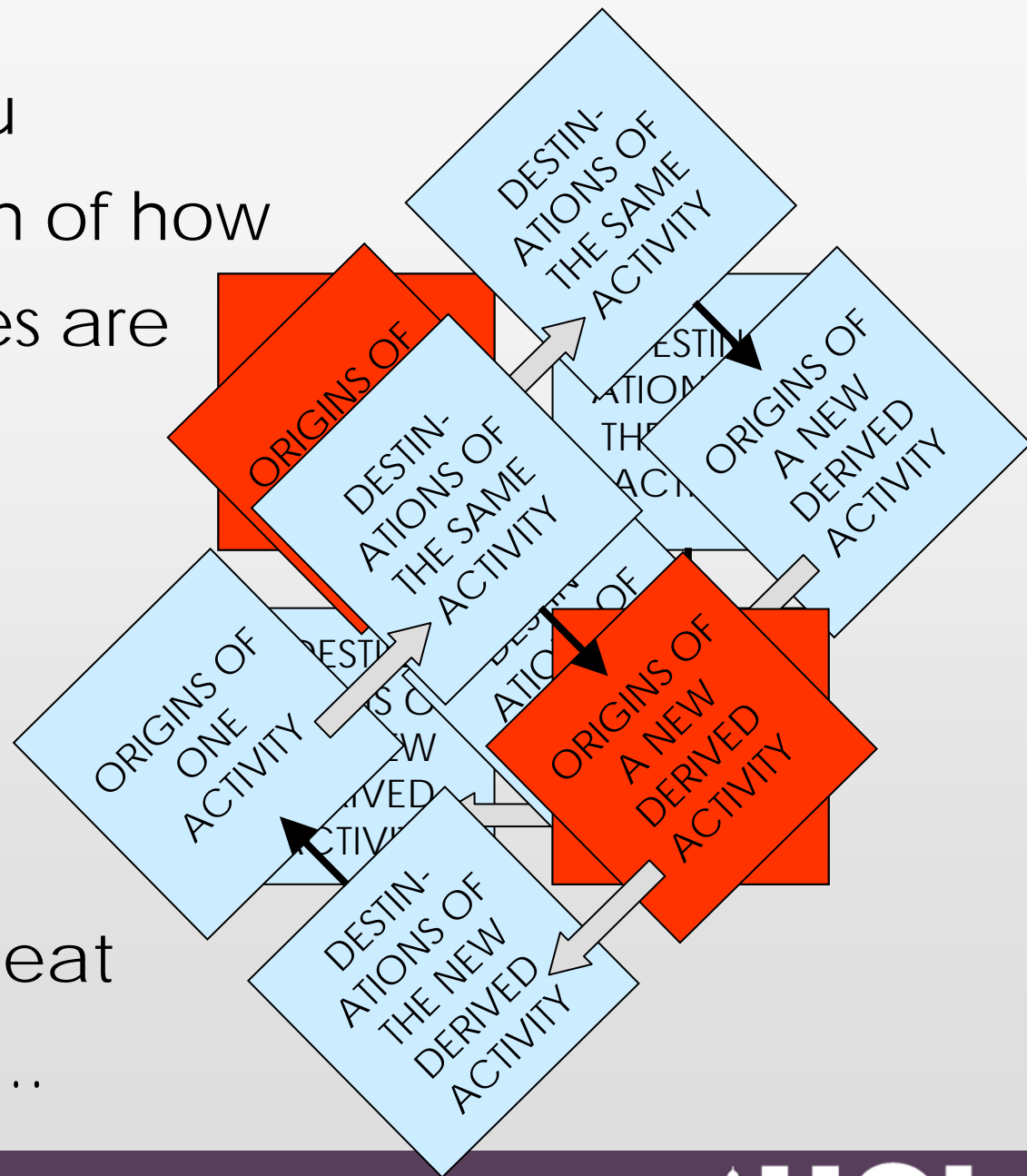
*We can extend this
logic very easily
into many sectors*

.....



Essentially the model structure is *input-output* like and the submodels are *gravitational*, discrete choice, or radiation etc

Let me show you
another sketch of how
these structures are
coupled



And we can repeat
this indefinitely

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



Master Tool Bar

Input Data >>
Explore Data >>
Calibration >>
Explore Outputs >>
Prediction >>
Explore Predictions
Reset Tool Bar
Quit

Reading in Data

Population, Employment and Floorspace Data

READ
Employment Origin Zones
633

READ
Population Destination Zones
633

Read Employment Data
OK

Read Population Data
OK

Read Floorspace Data
OK

Click Here to Complete the Input of Data Directly

6
6
7
8
9
10
11
12
13

86962.9
10217
Floorspace Data

Physical Line and Area Data

Read Map Data
Centroids
OK
Zones
X-Centroid
Y-Centroid

Area Data
Coordinates
OK
Polygon
X-Coordinate
Y-Coordinate

OK
Zone
Line Data
Zone Area

Travel Data

Read Trip Data
OK
Zone i to j
Observed Trips

Mean Trip Length 22.40
Read Cost Data
OK
Zone i to j
Distance-Cost

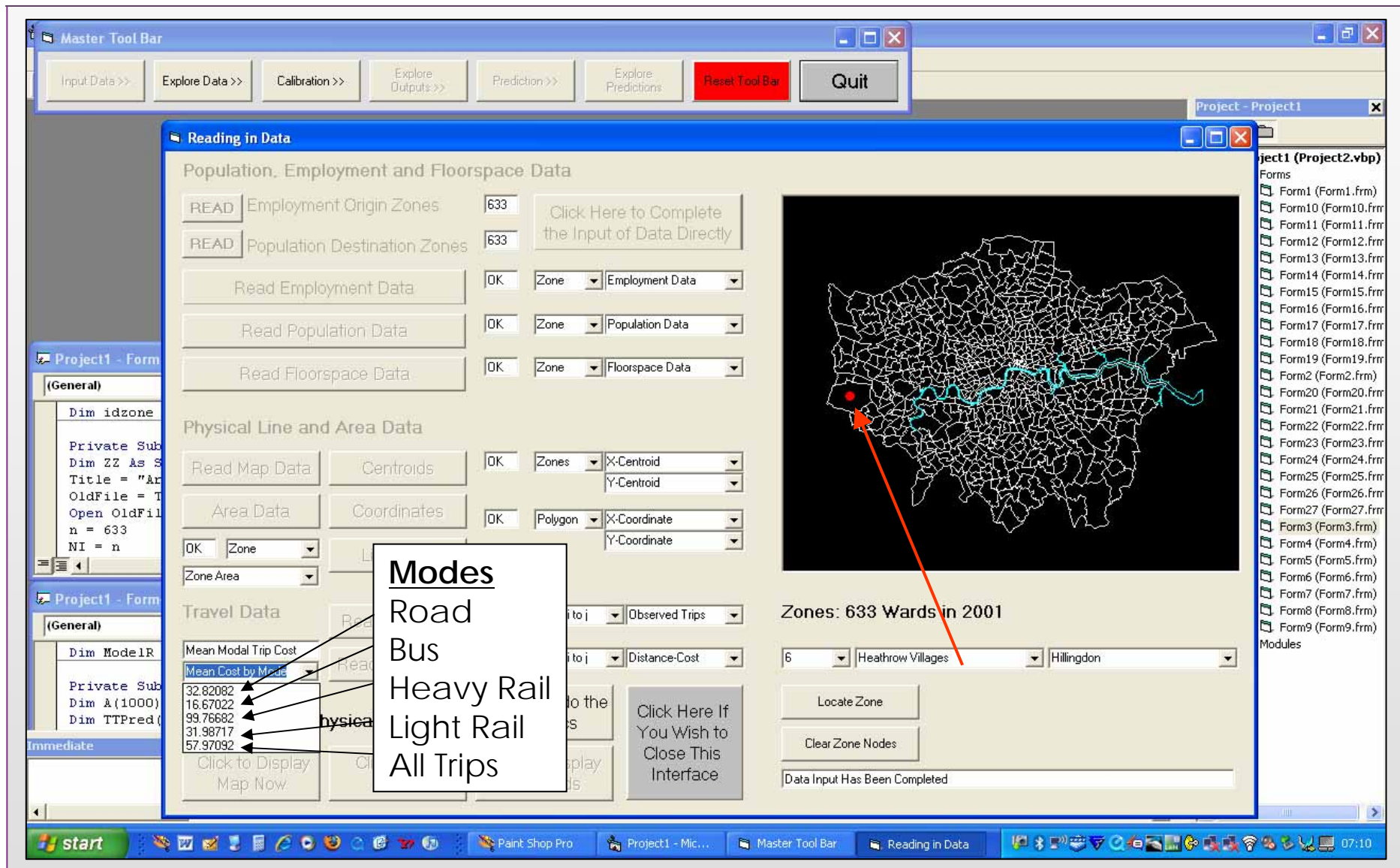
Displaying the Physical Map

Click to Display Map Now
Click to List Zones
Click to Display Centroids
Click to Redo the Graphics
Click Here If You Wish to Close This Interface

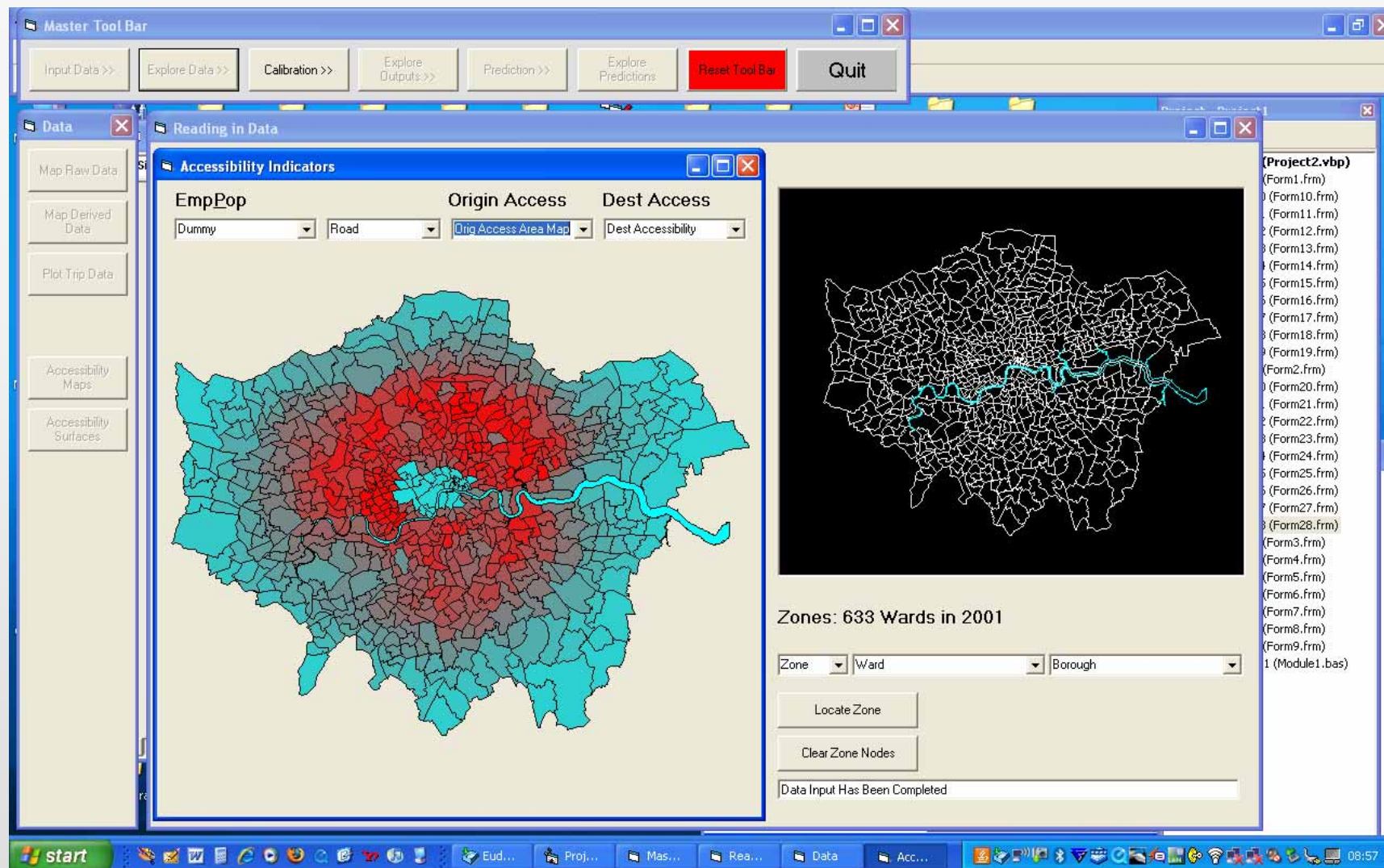
Zones: 633 Wards in 2001

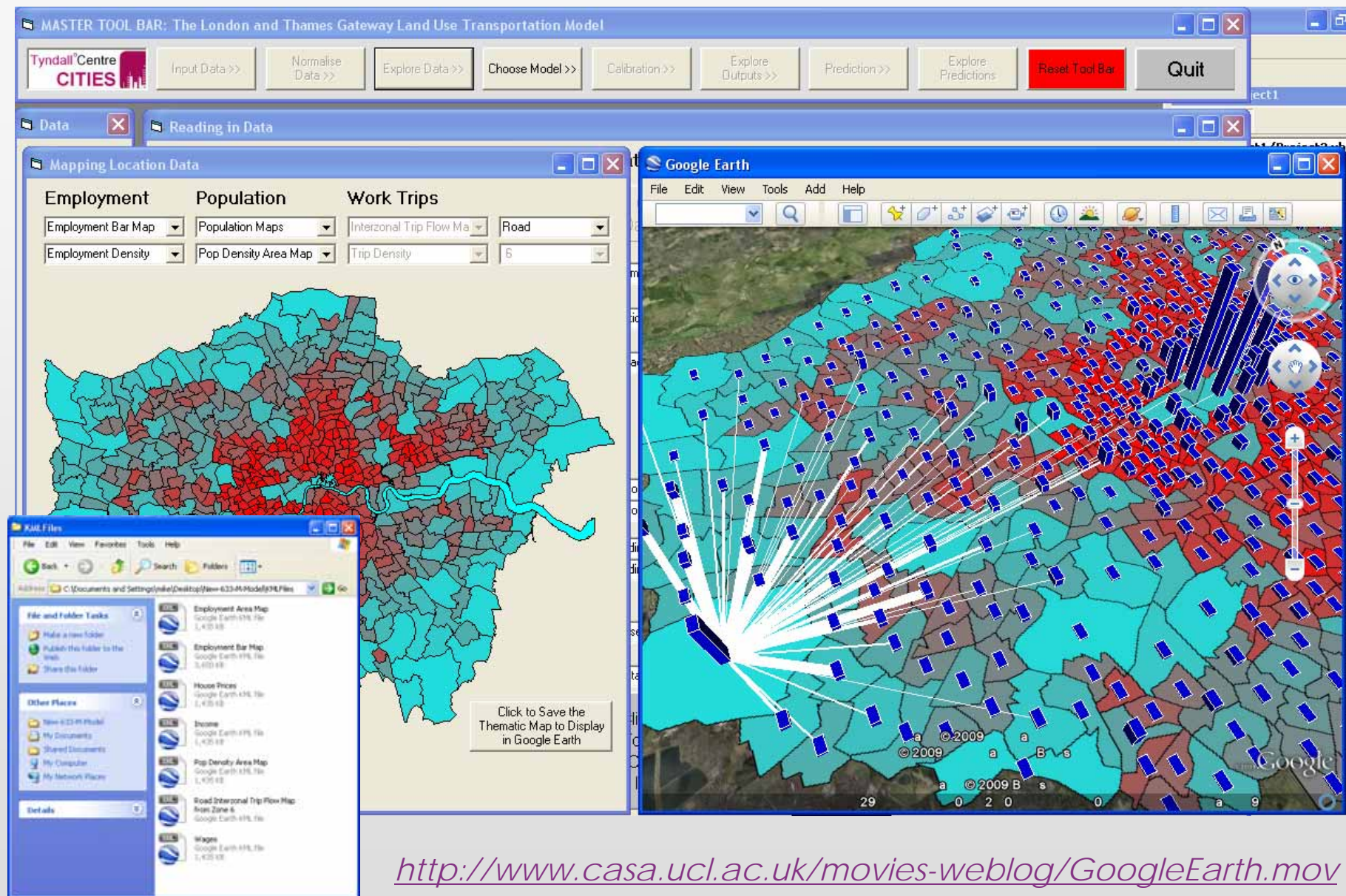
6
Heathrow Villages
Hillingdon

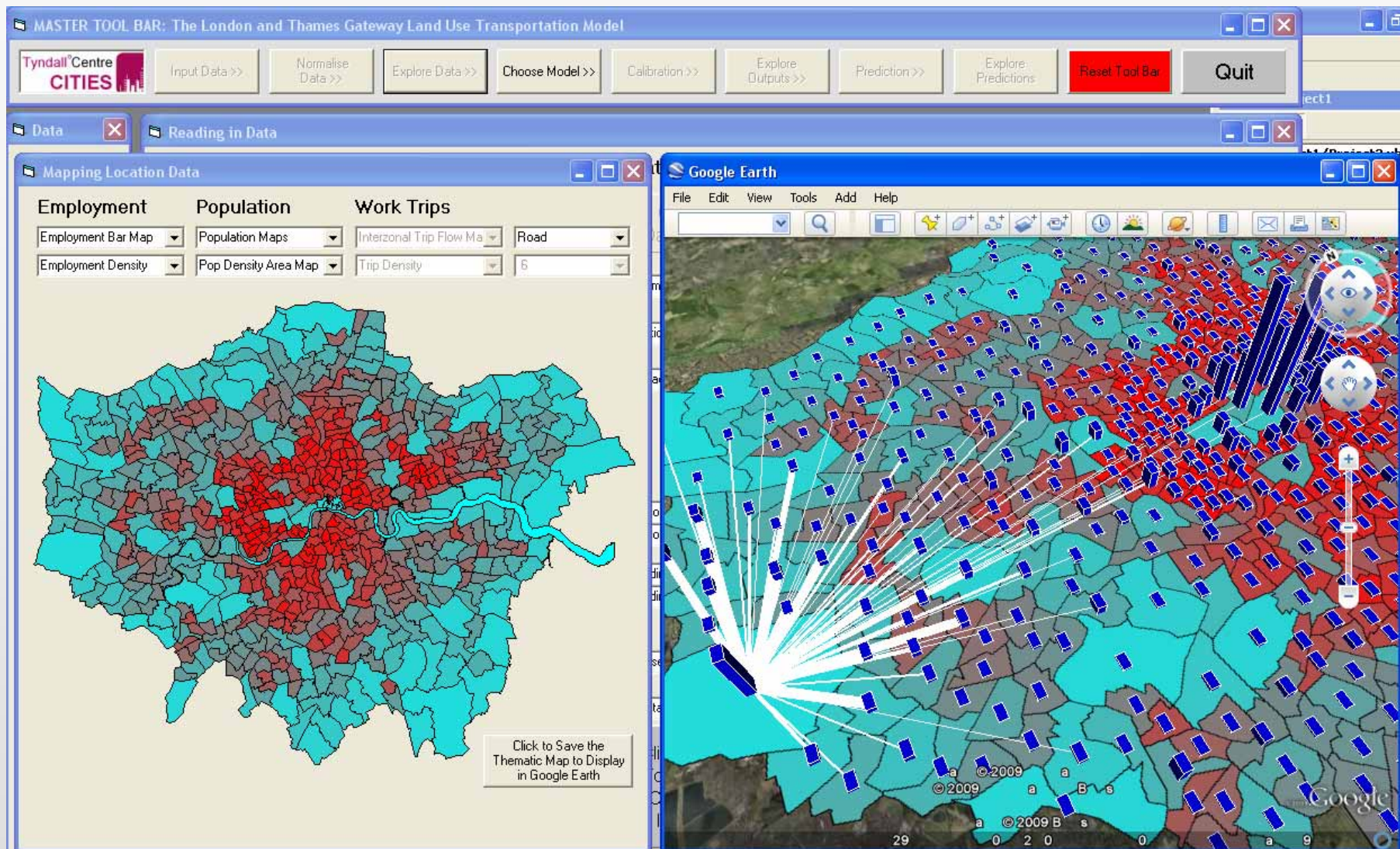
Locate Zone
Clear Zone Nodes



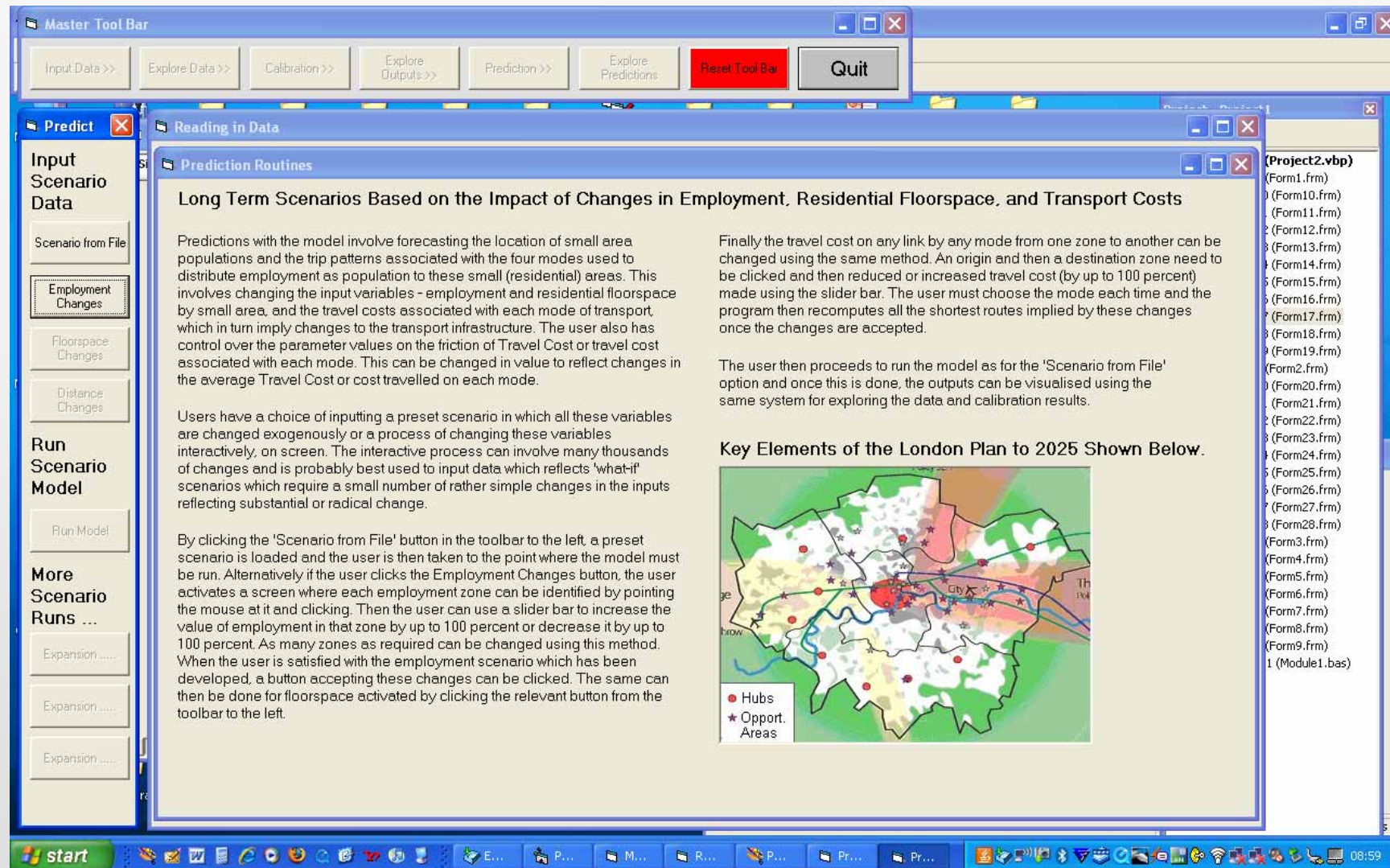
Road: 38%; Bus: 12%; Heavy Rail: 12%; Light Rail 19%; Other (Walk, Bike): 19%

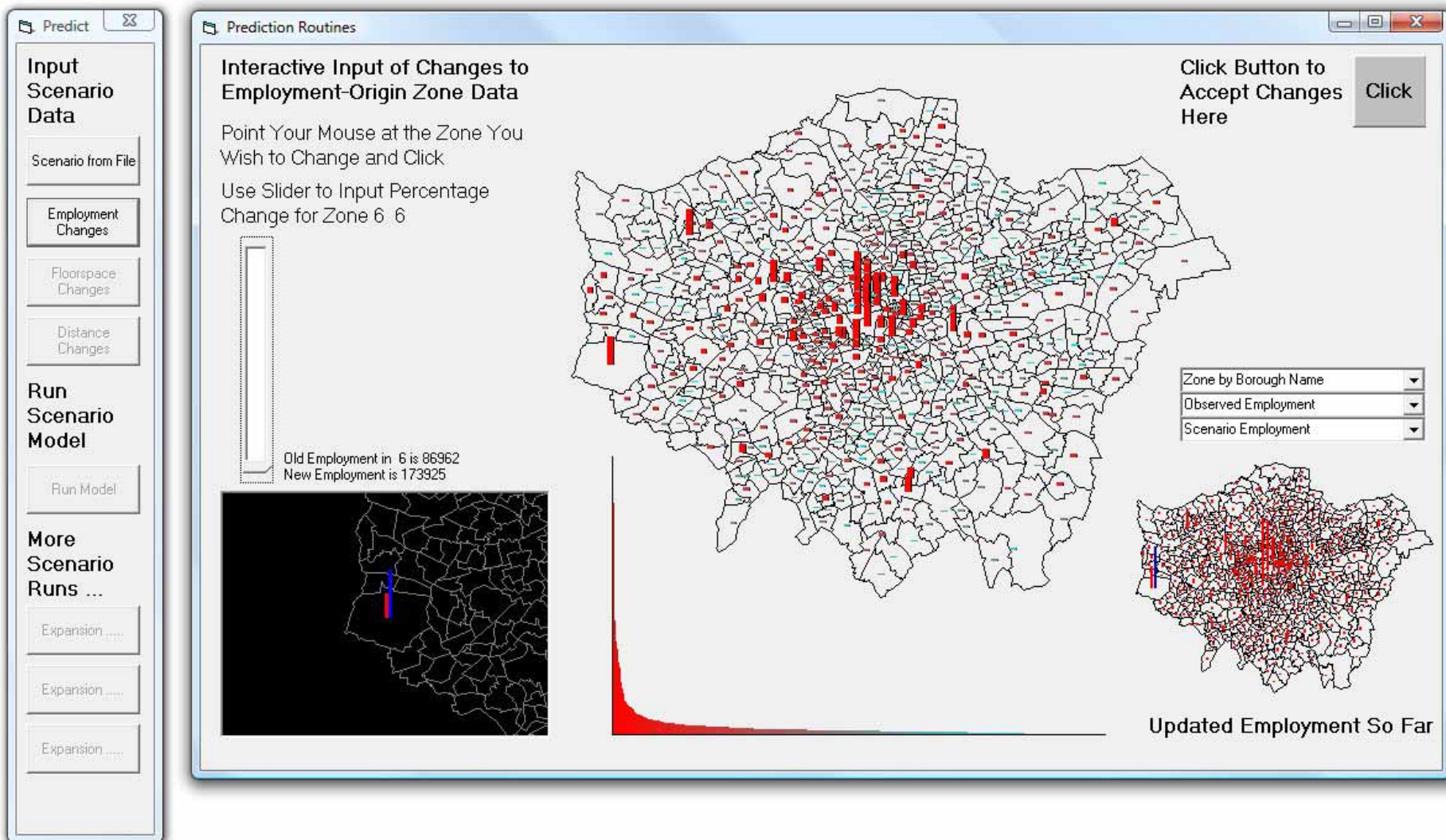


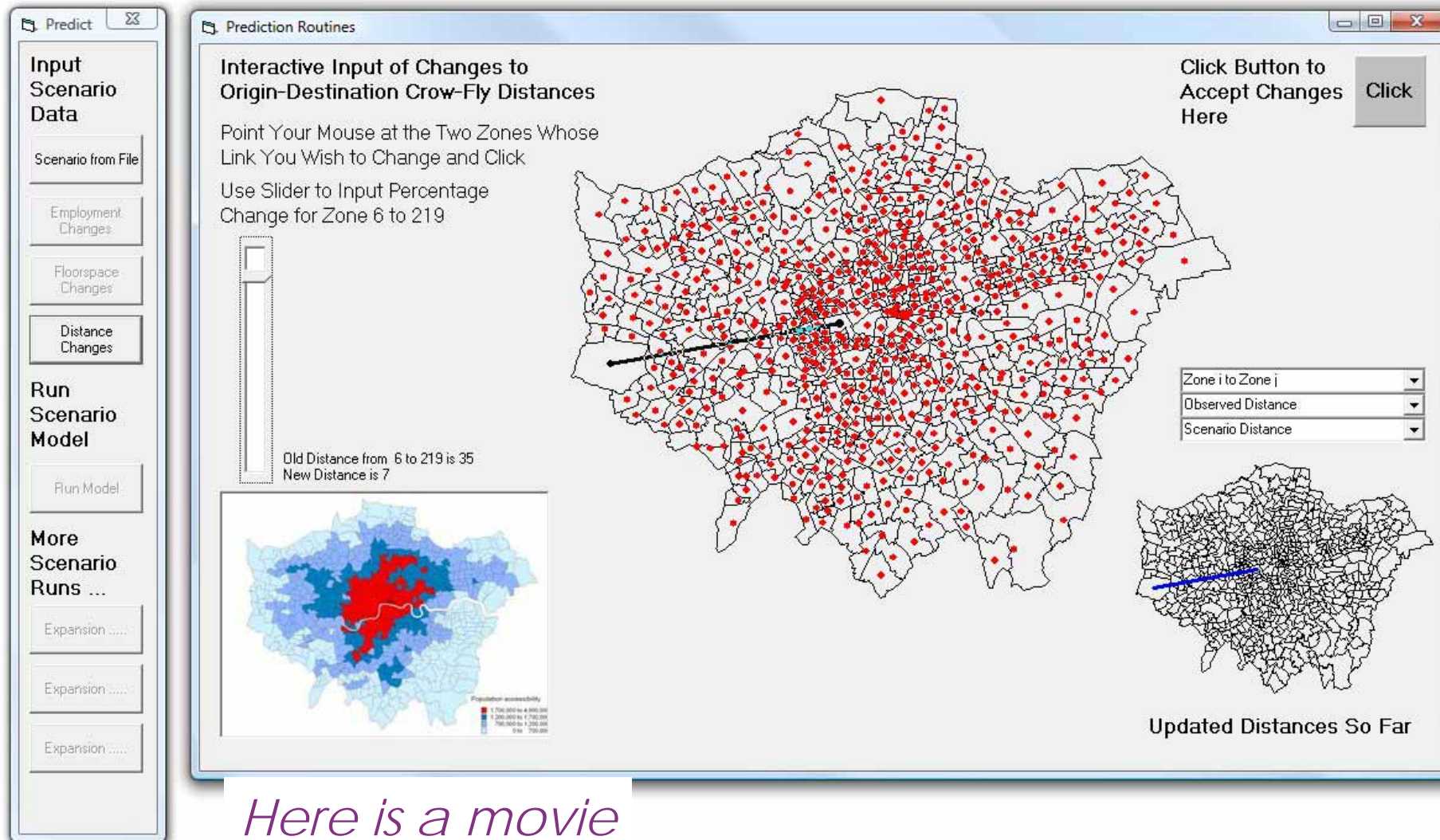




Exporting data and predictions to external software on the fly

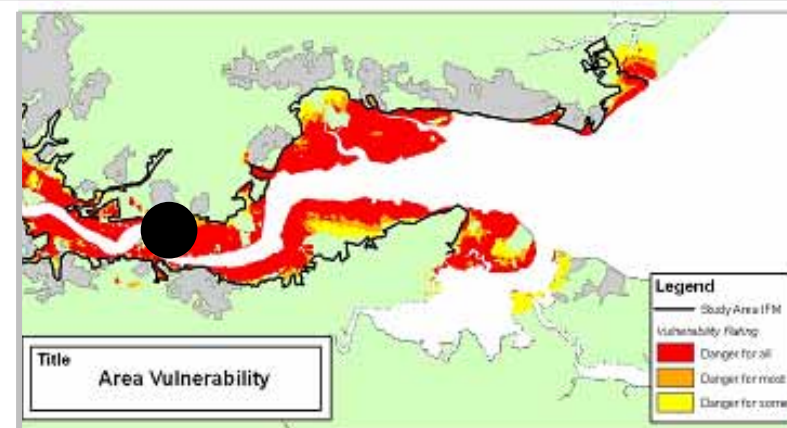
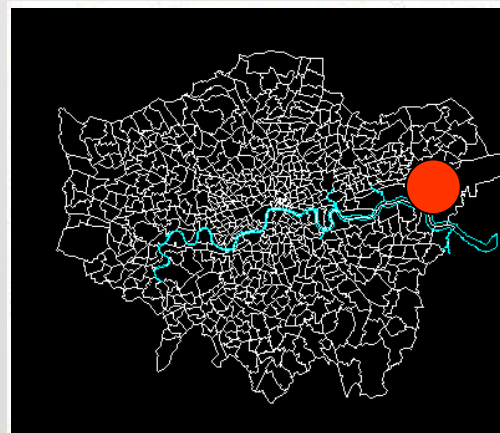
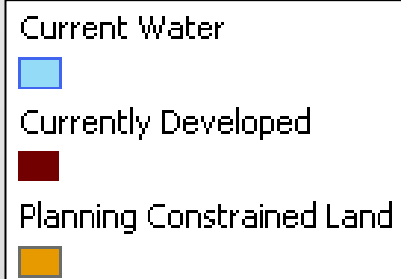
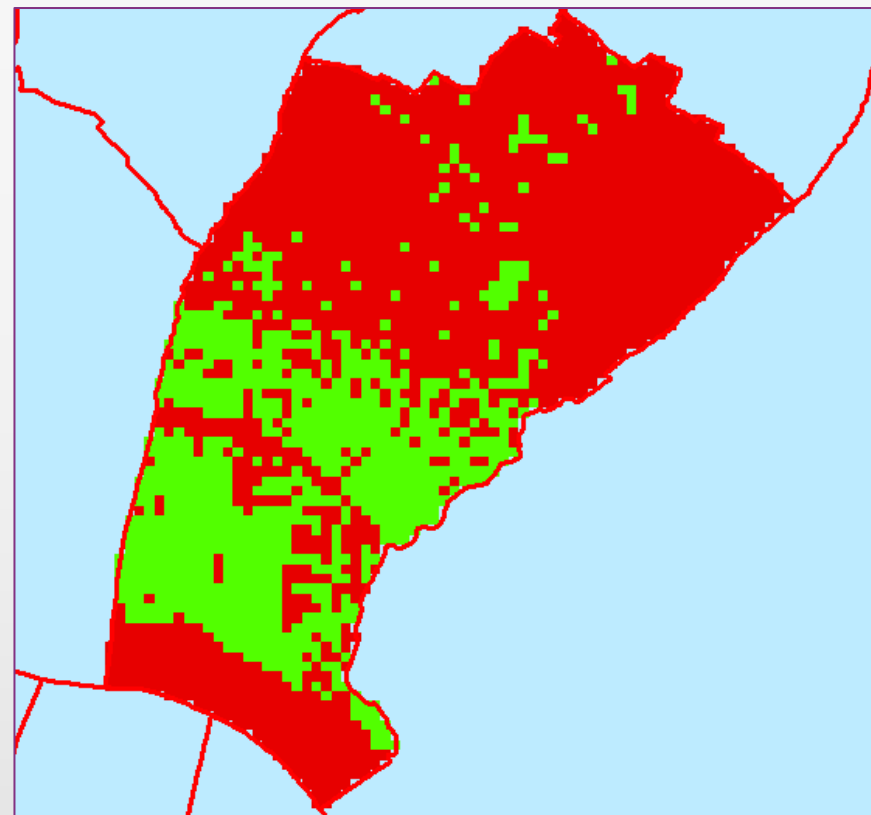
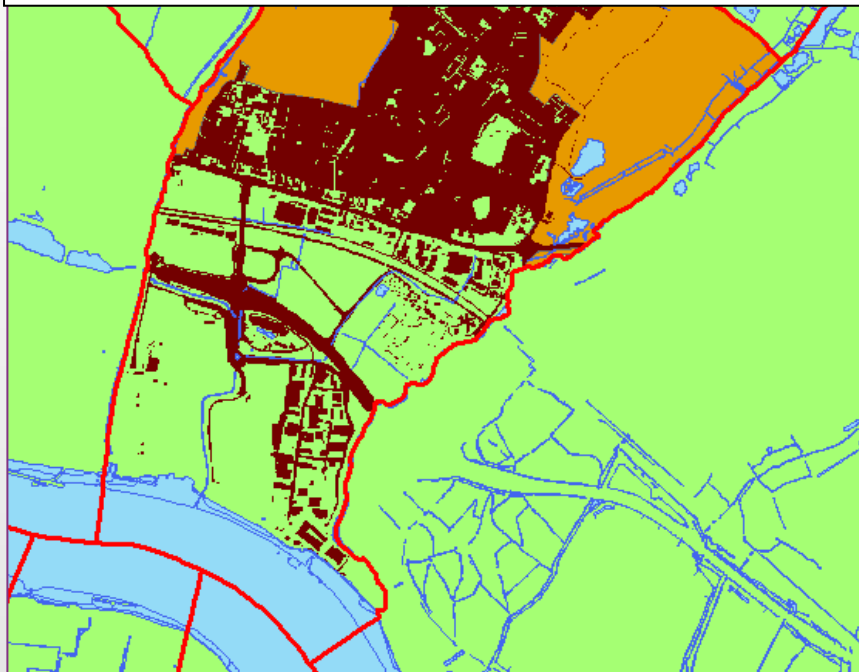




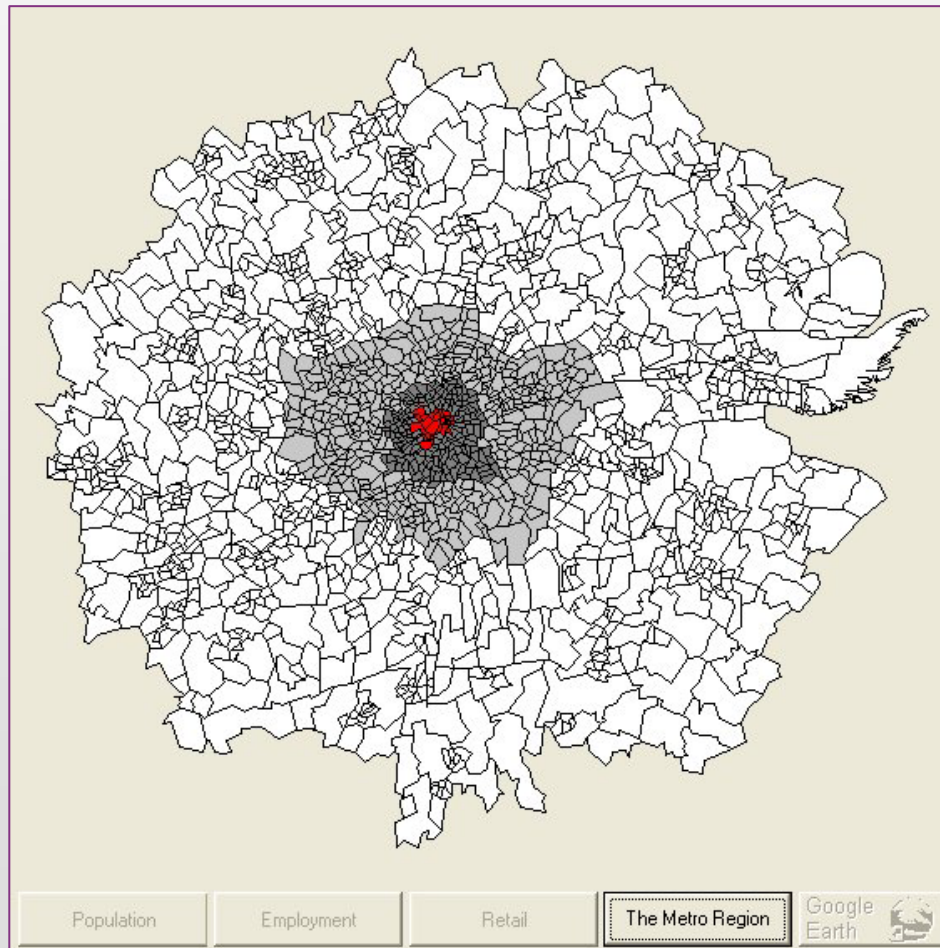


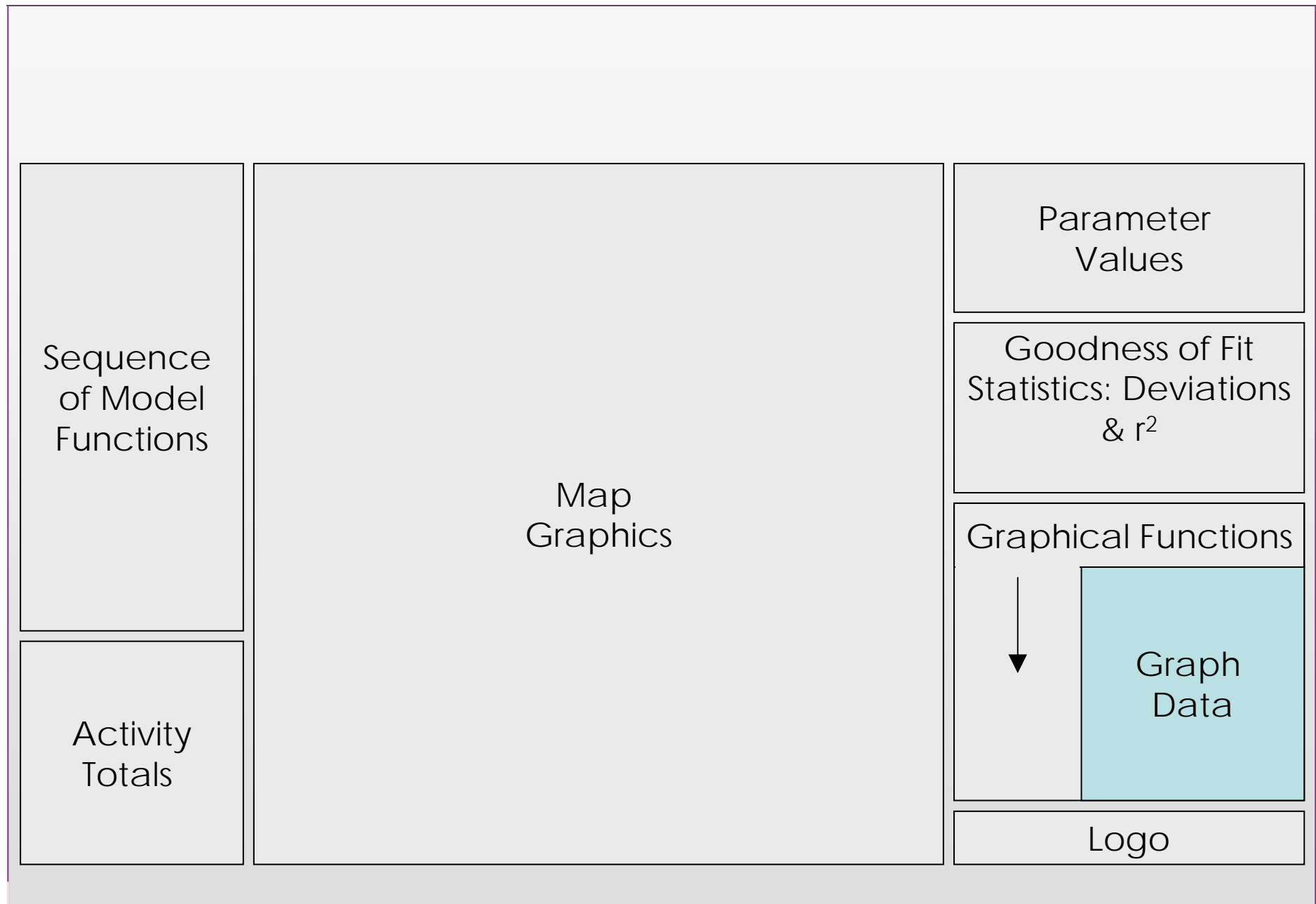
Here is a movie

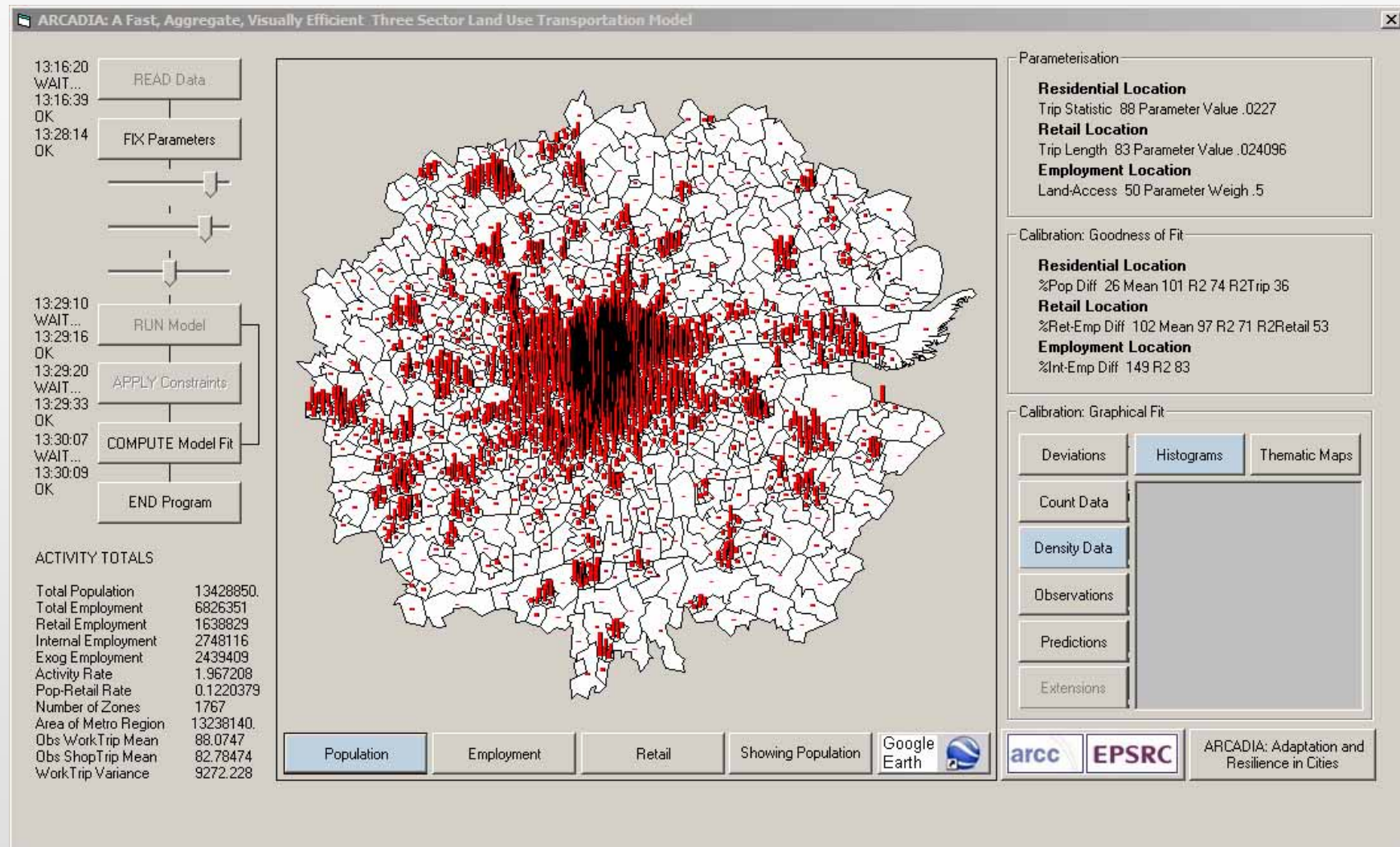
The local development model
GIS layers at 50 metre resolution

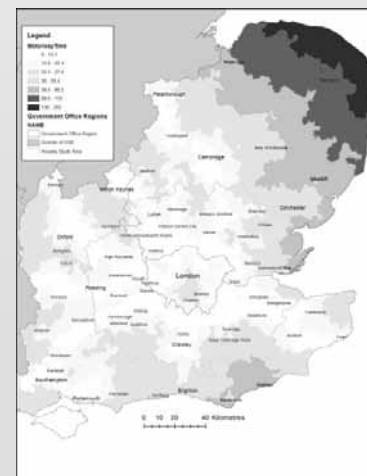
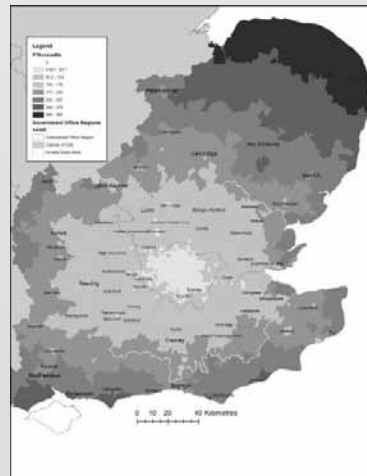
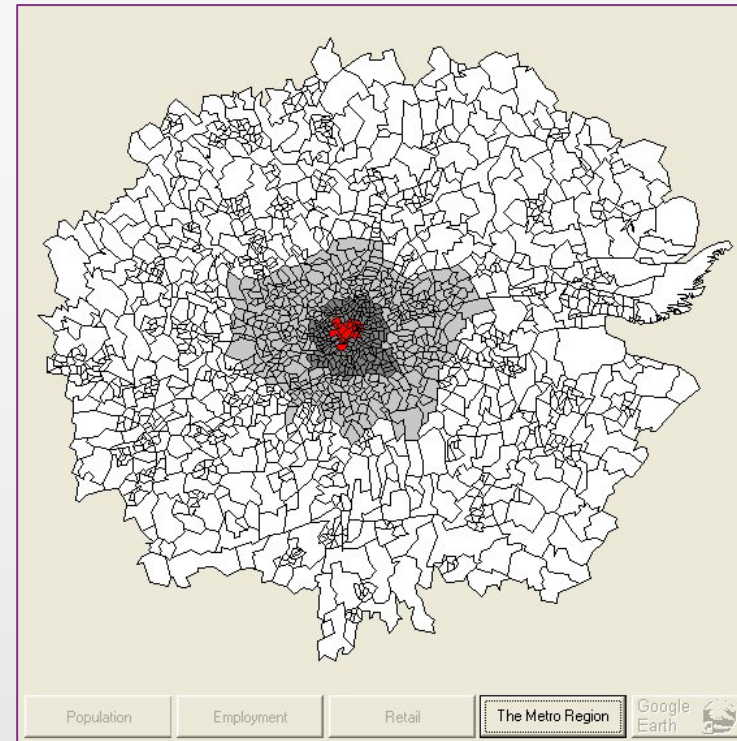


We broadened this model to capture greater spatial extent – simplified the interface – this is the Arcadia pilot build for London and the Outer Metropolitan area



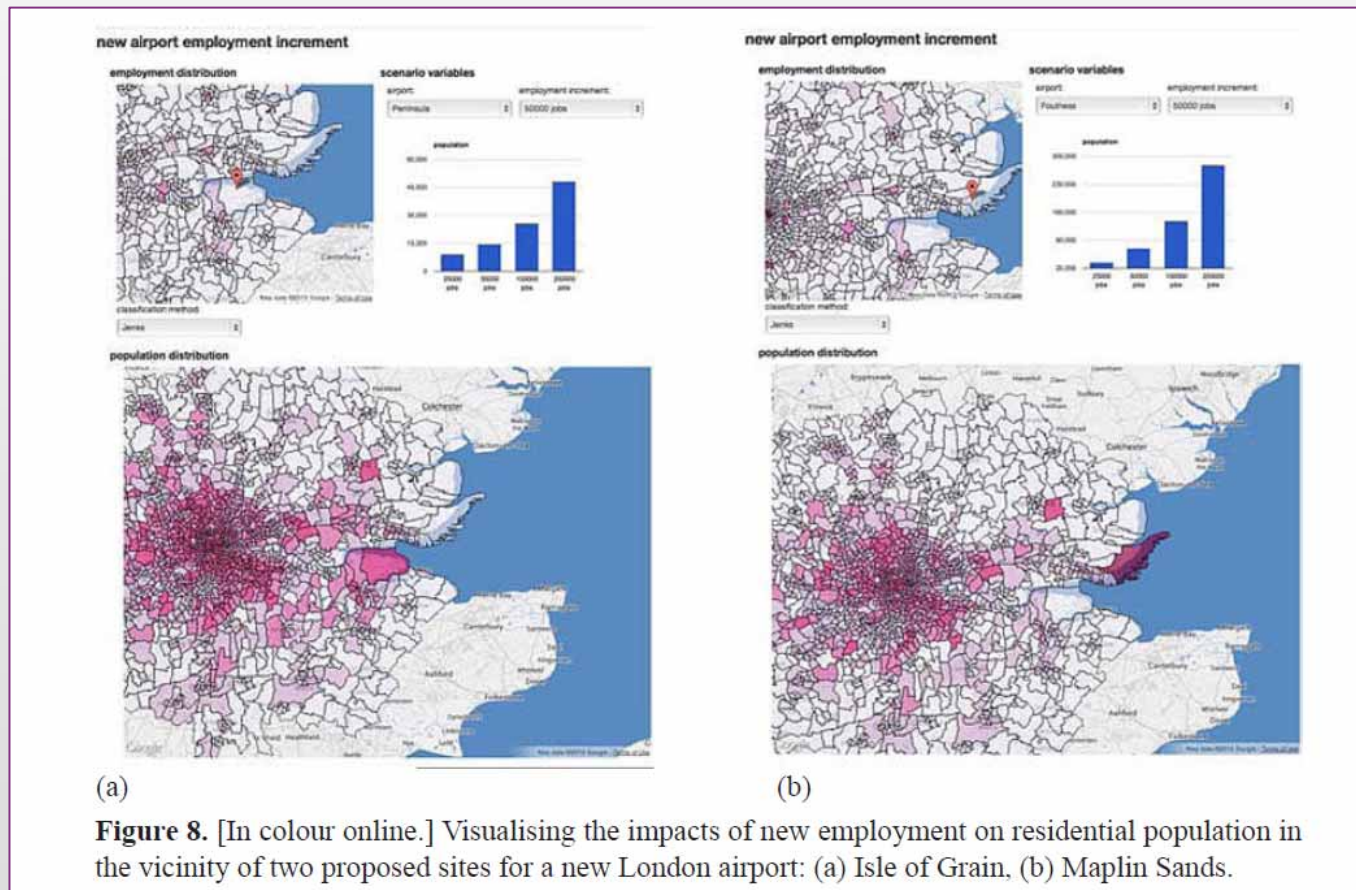




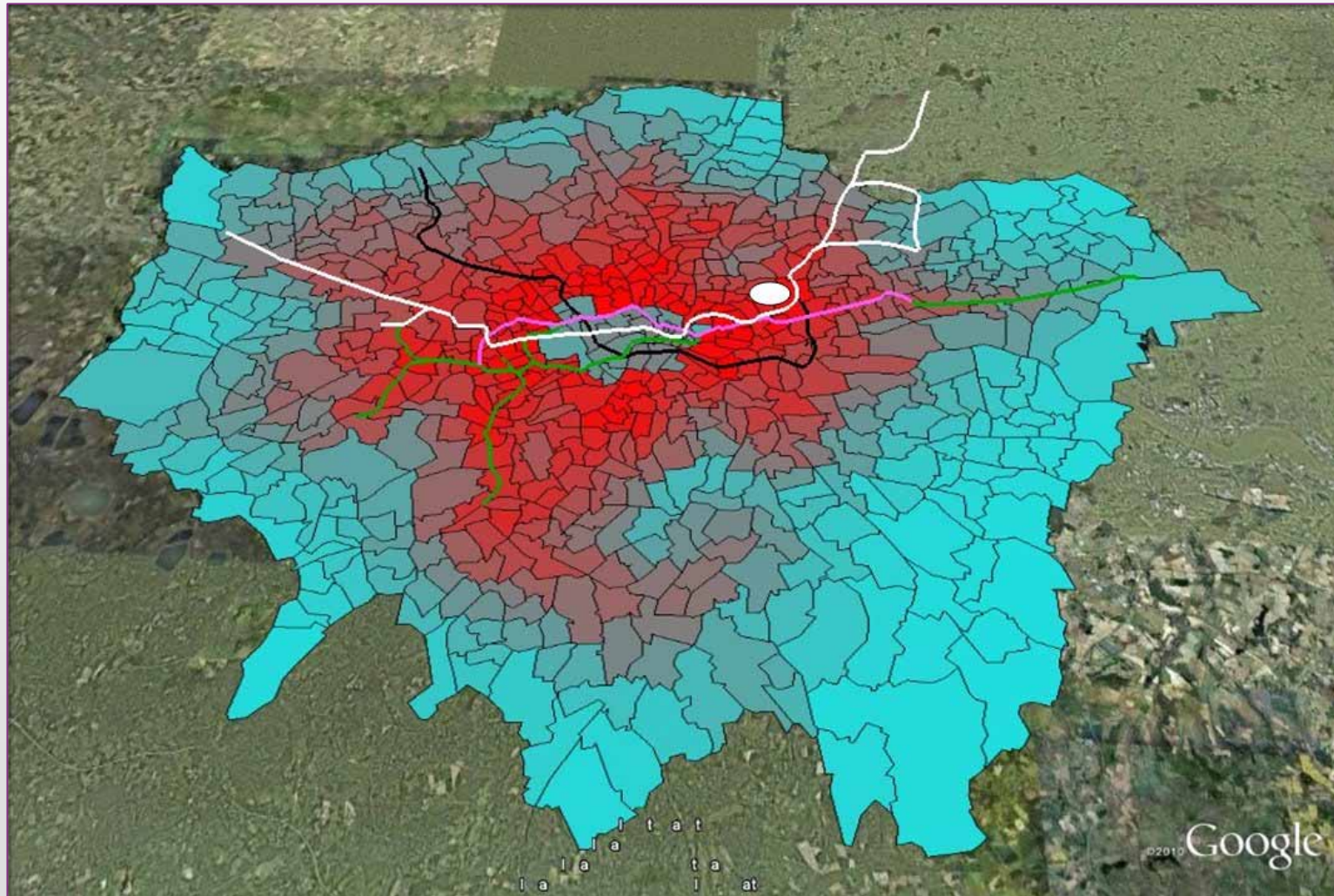


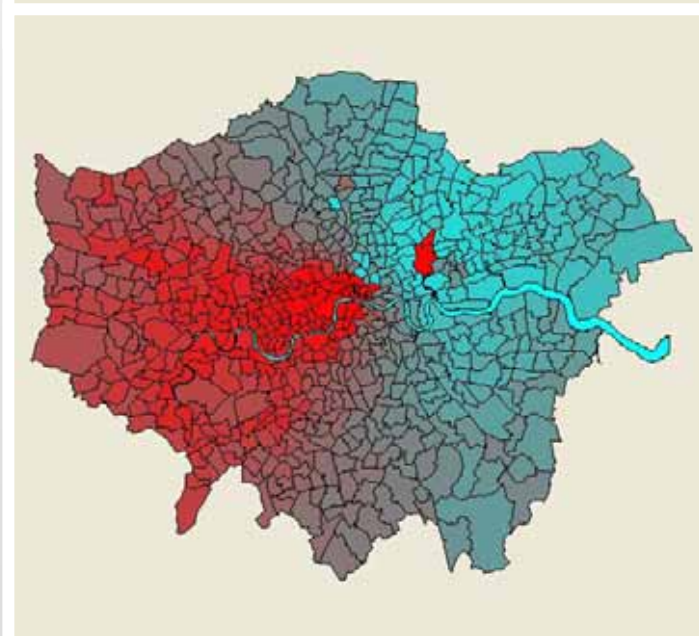
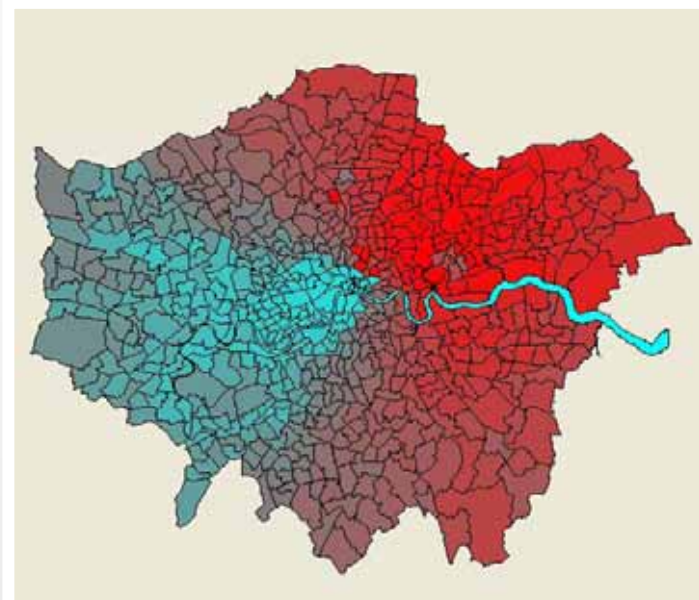
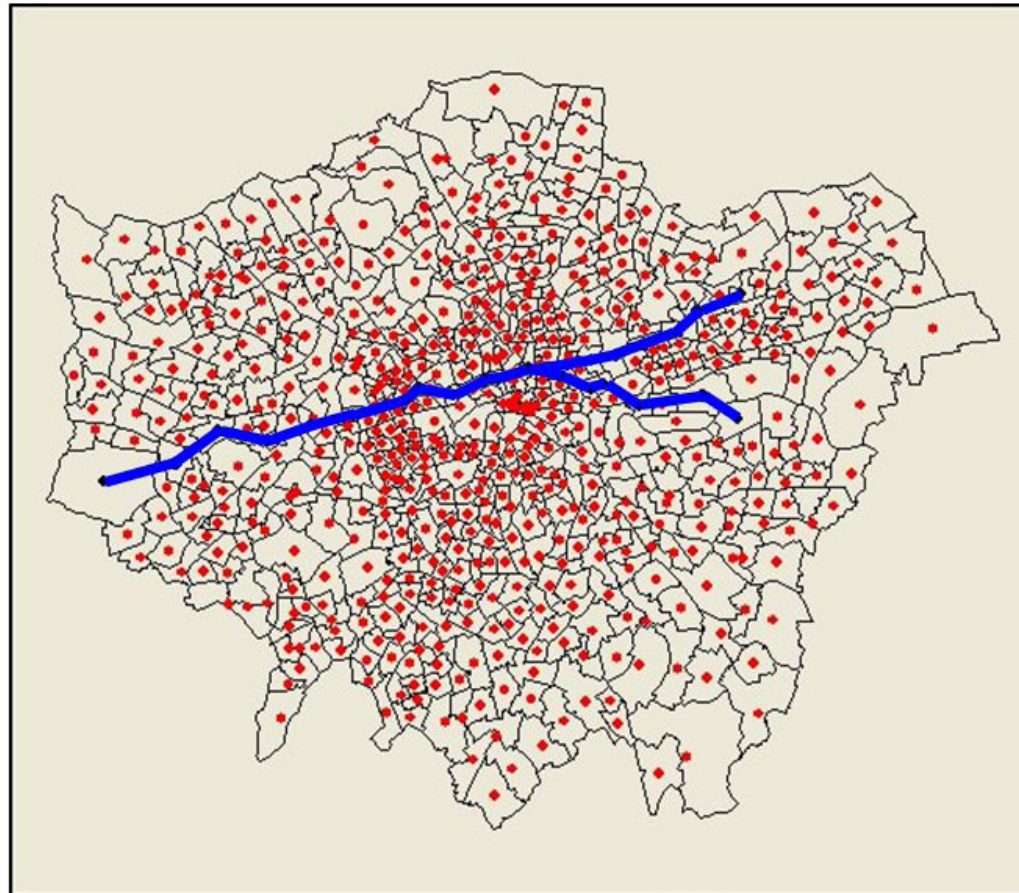
Using Such Models to Test Spatial Impacts

We also have a web based version - SIMULACRA



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





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, is true of economic modelling.

We this will change but first the typical demo

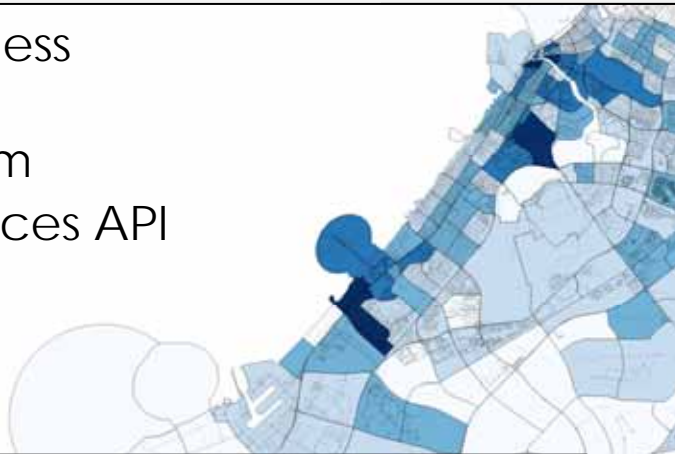
Small, Fast, Simple Models: The Dubai Pilot

A New Retail Centre in Dubai

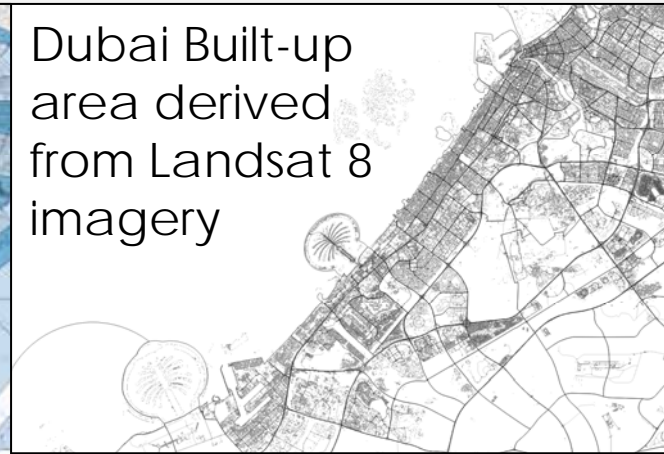


Where did we get the data – in a data poor environment?

Dubai Business
Density
derived from
Google Places API

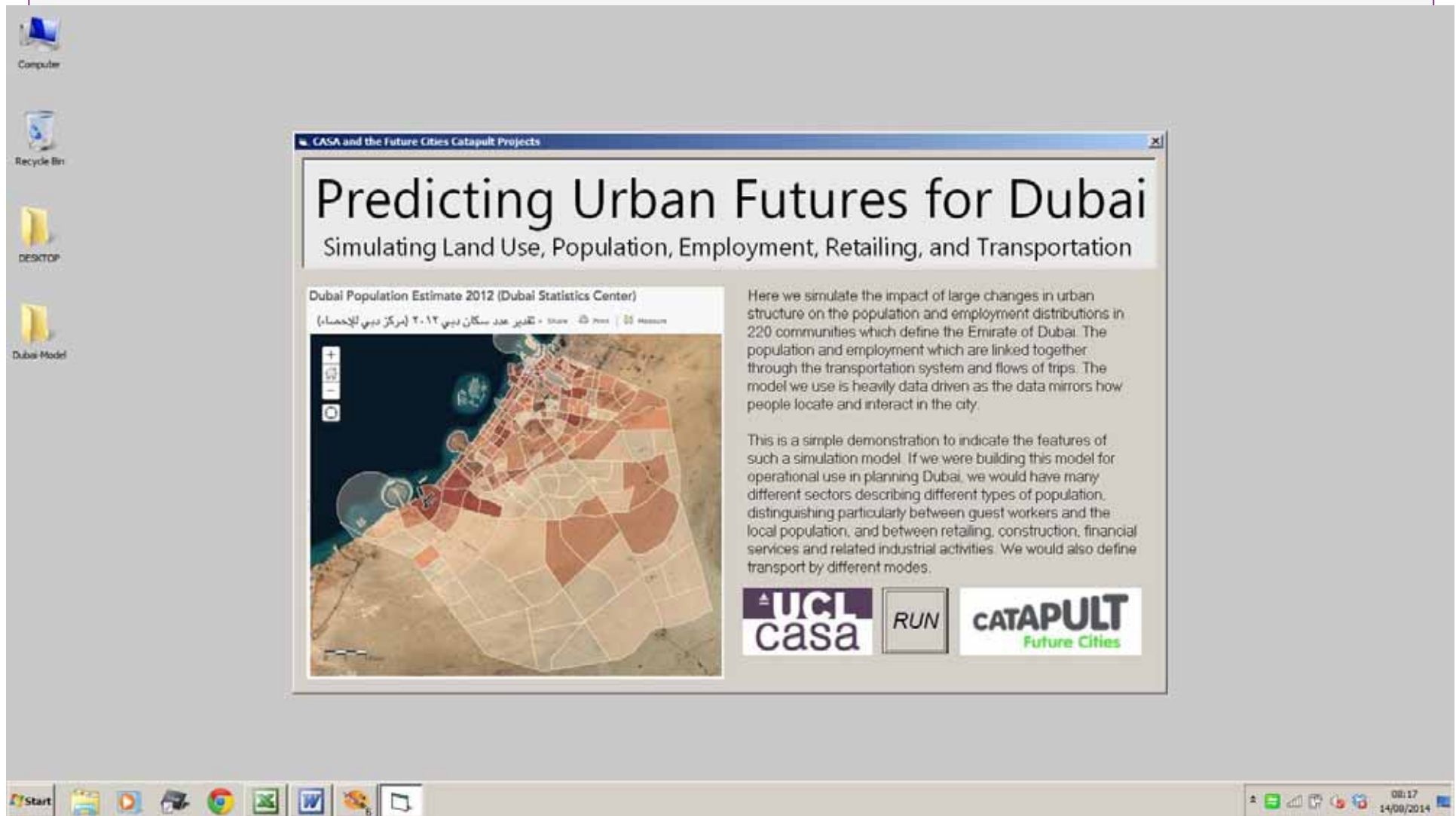


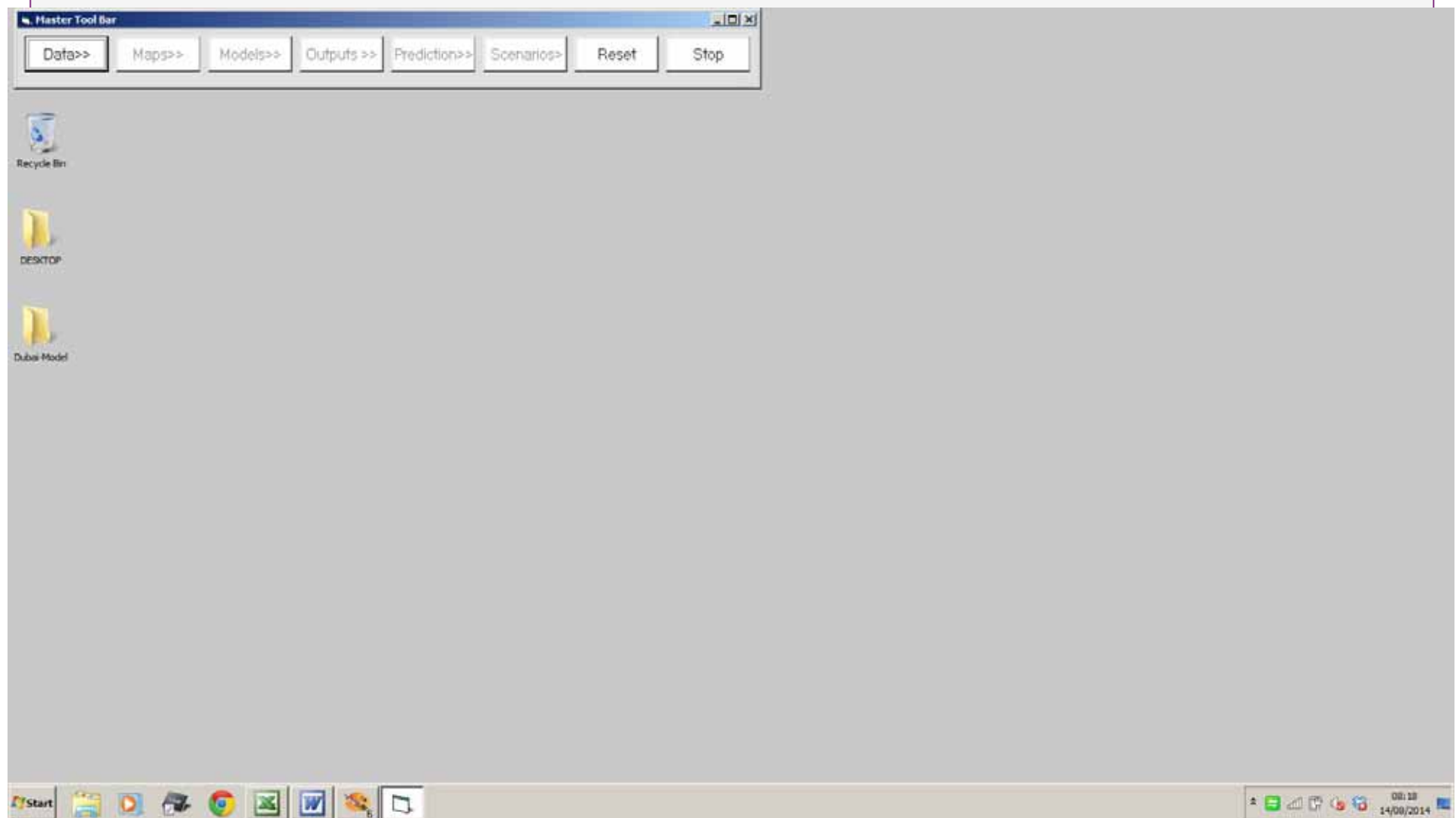
Dubai Built-up
area derived
from Landsat 8
imagery

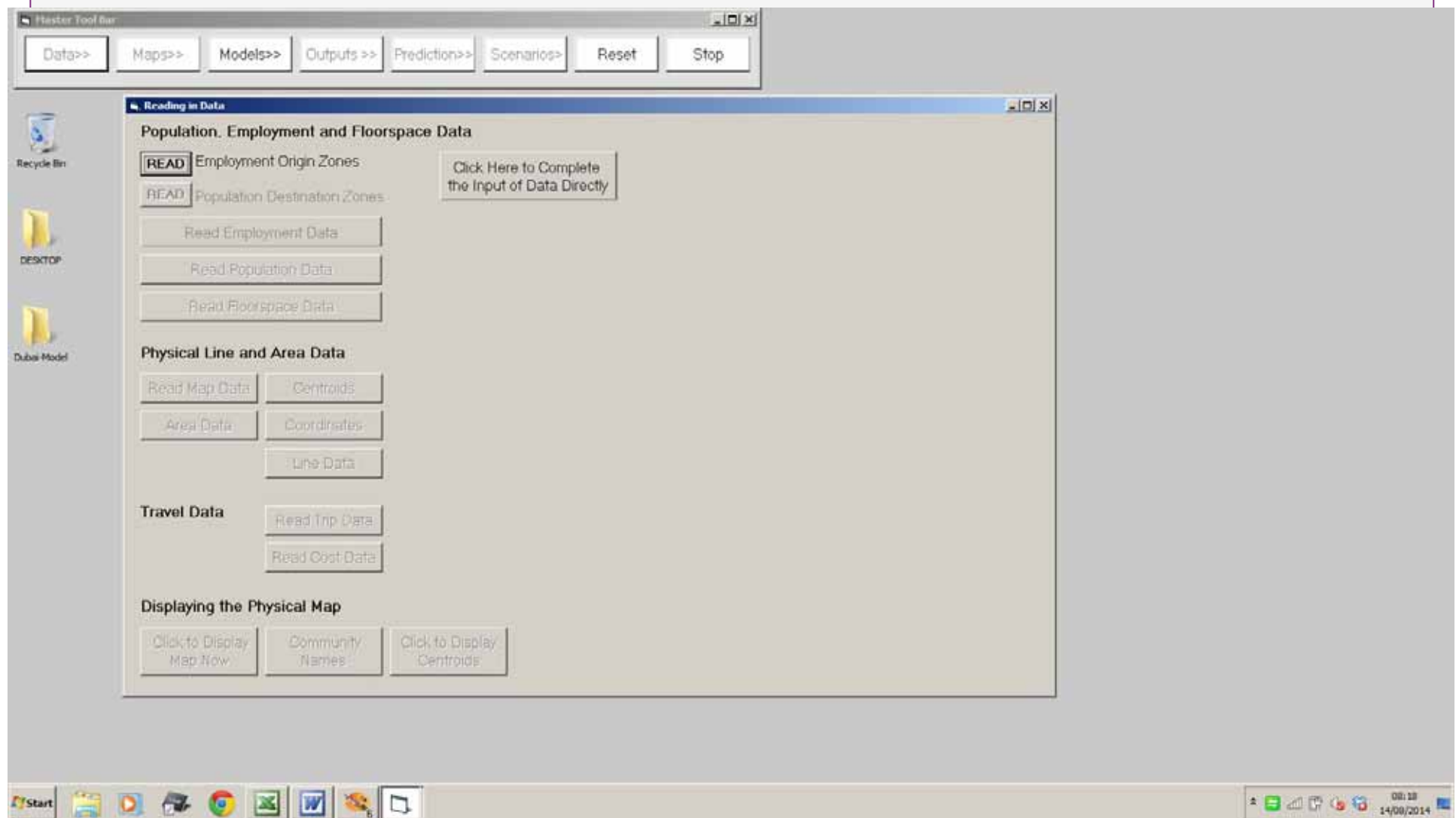


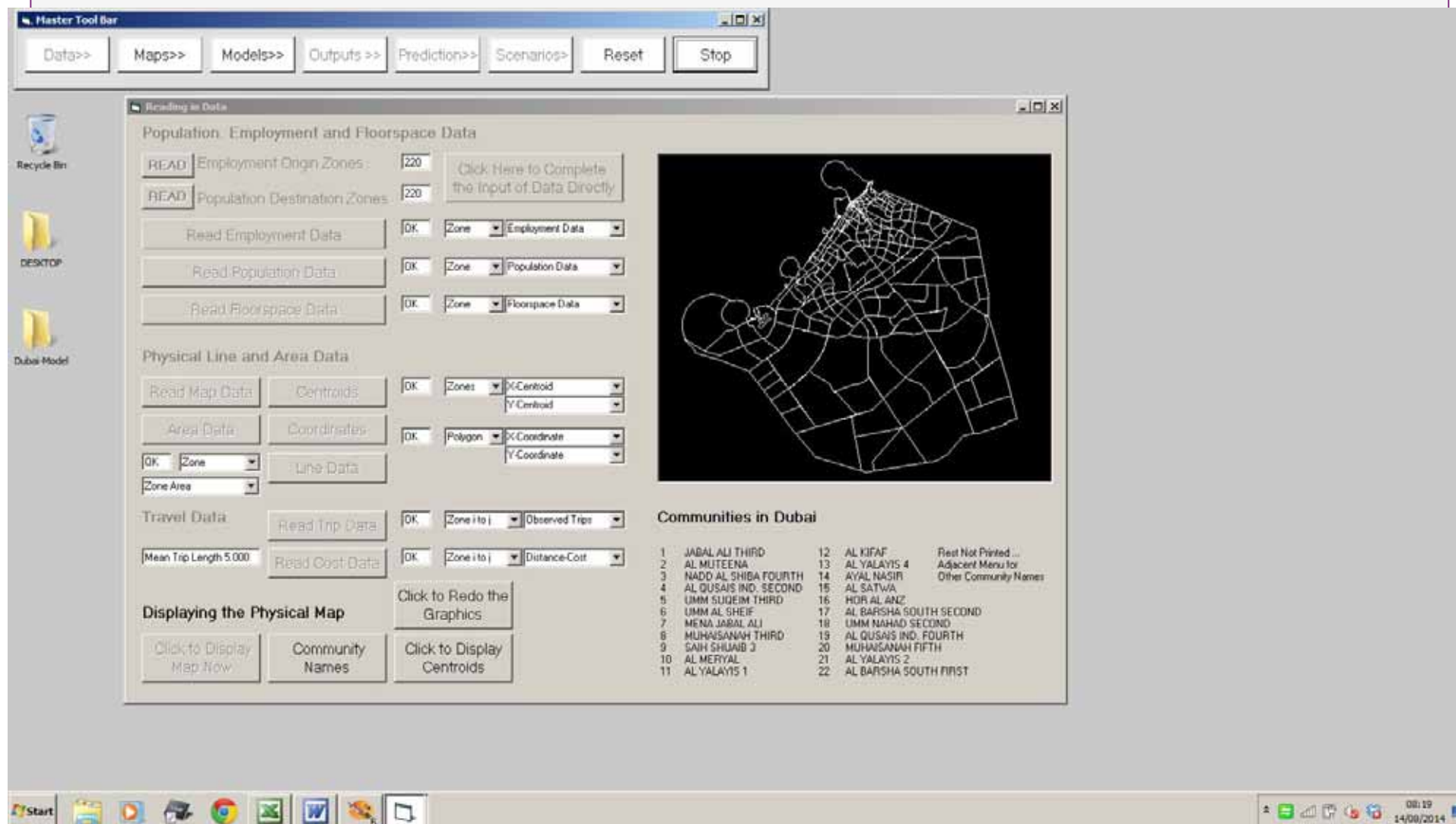
Dubai Business
Diversity Density
Index

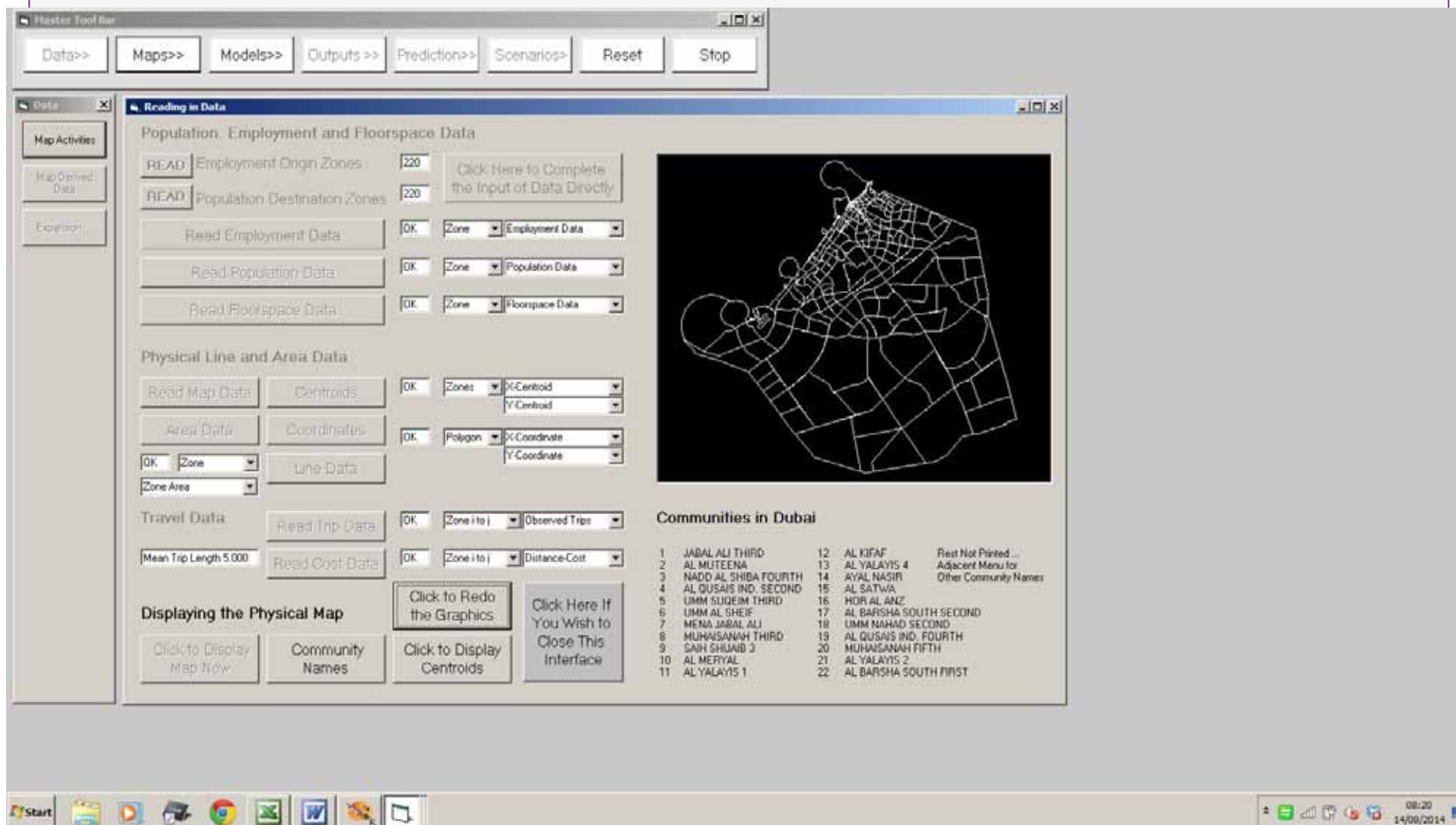


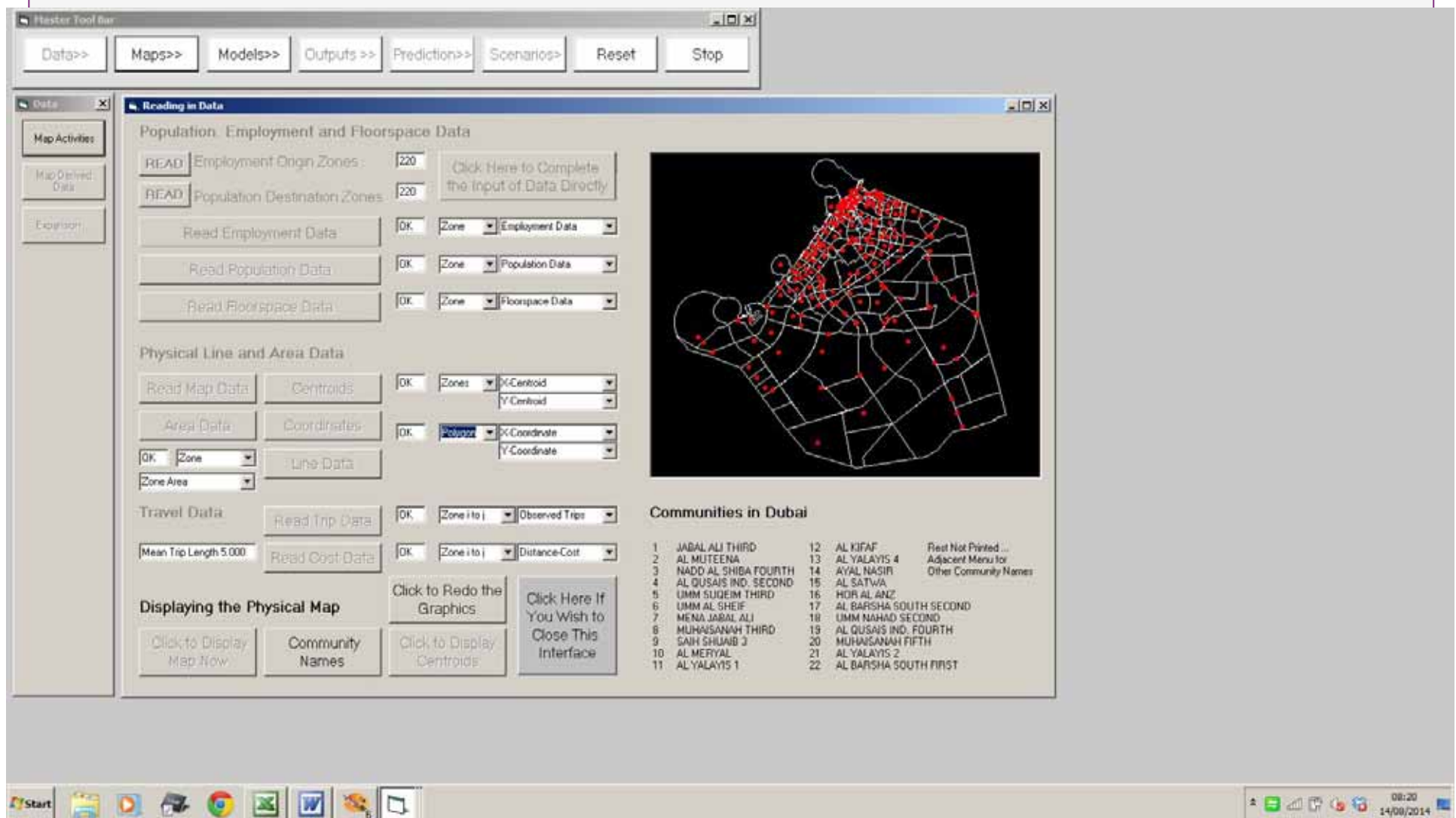


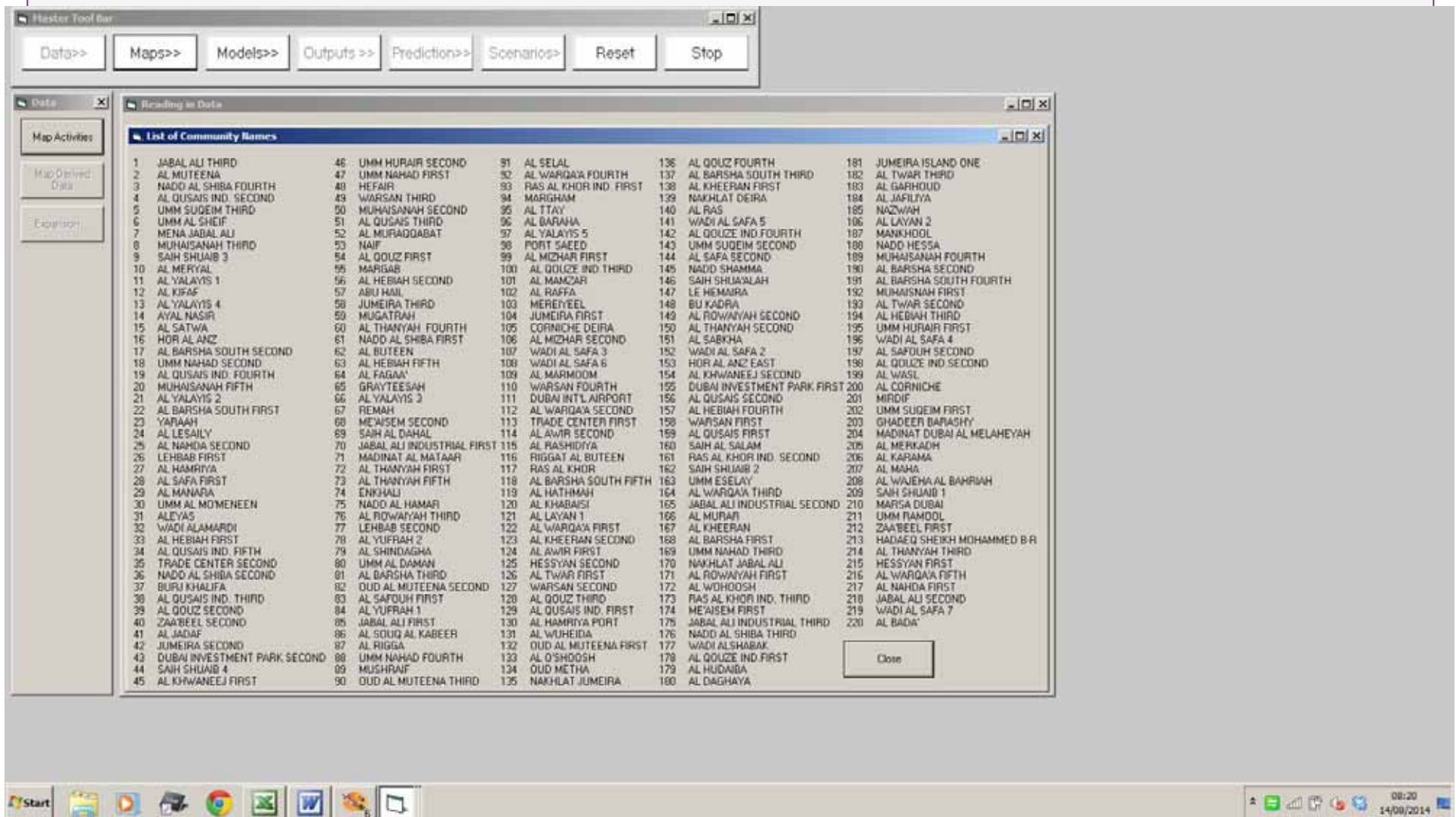


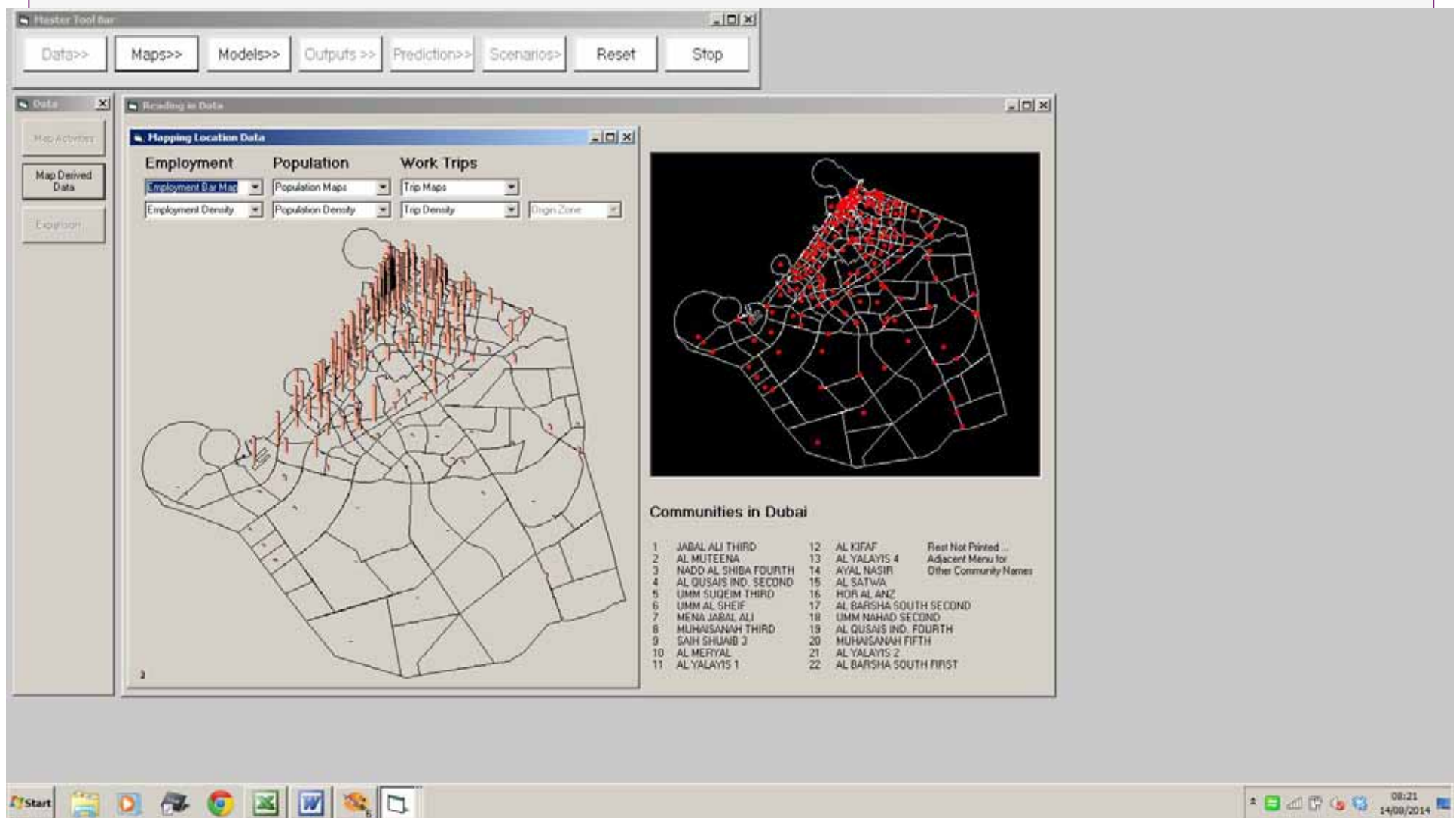


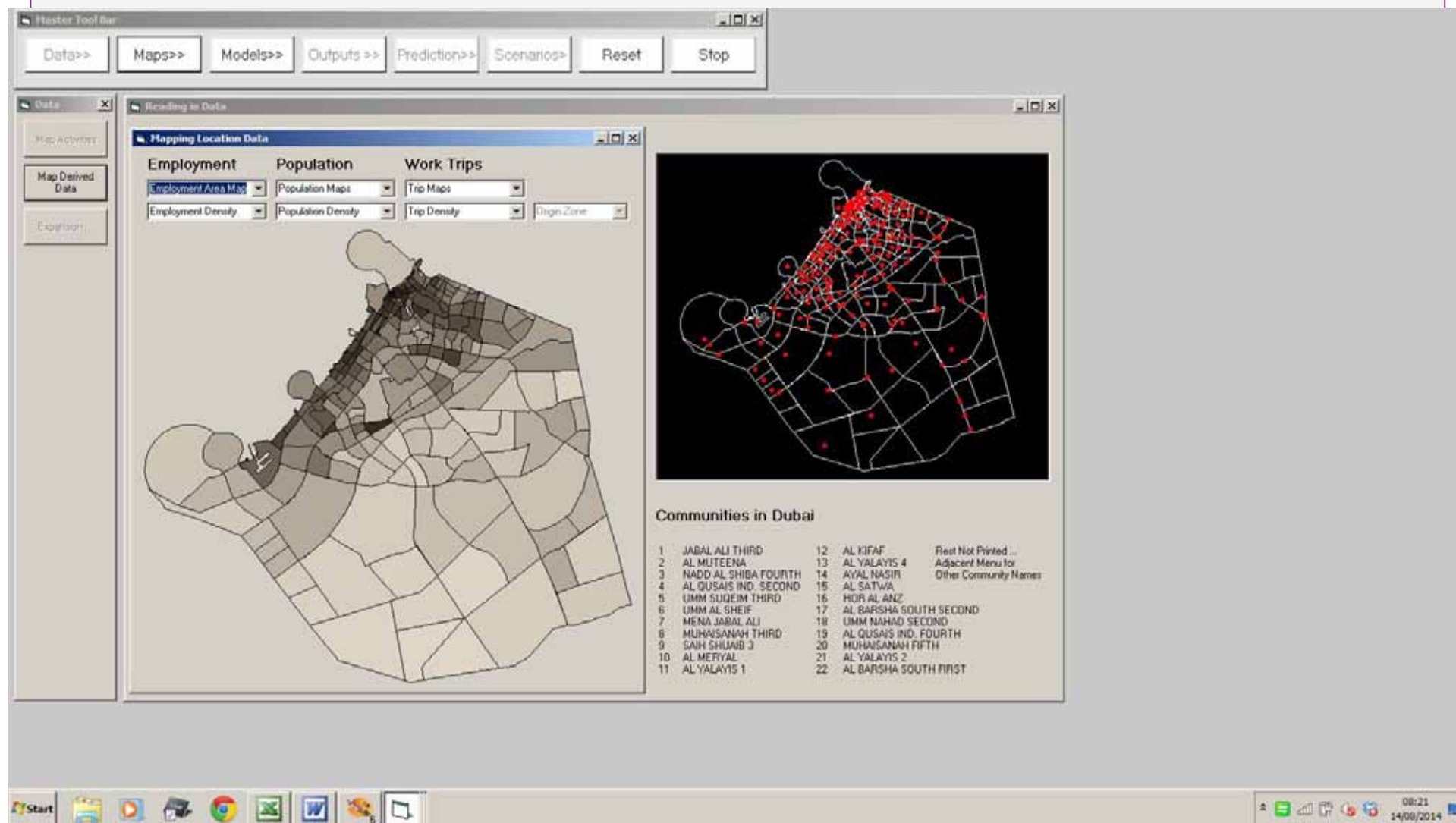


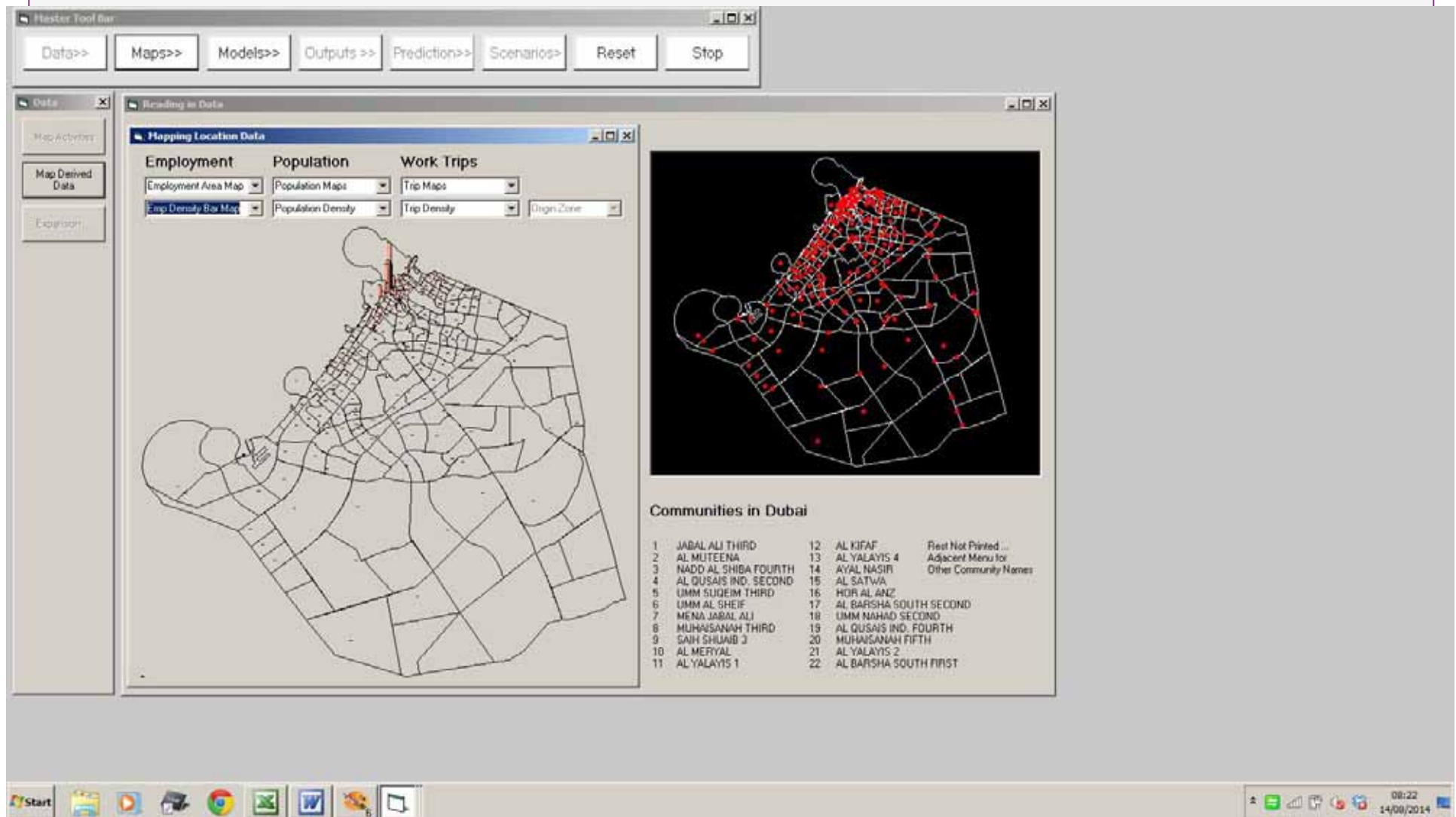


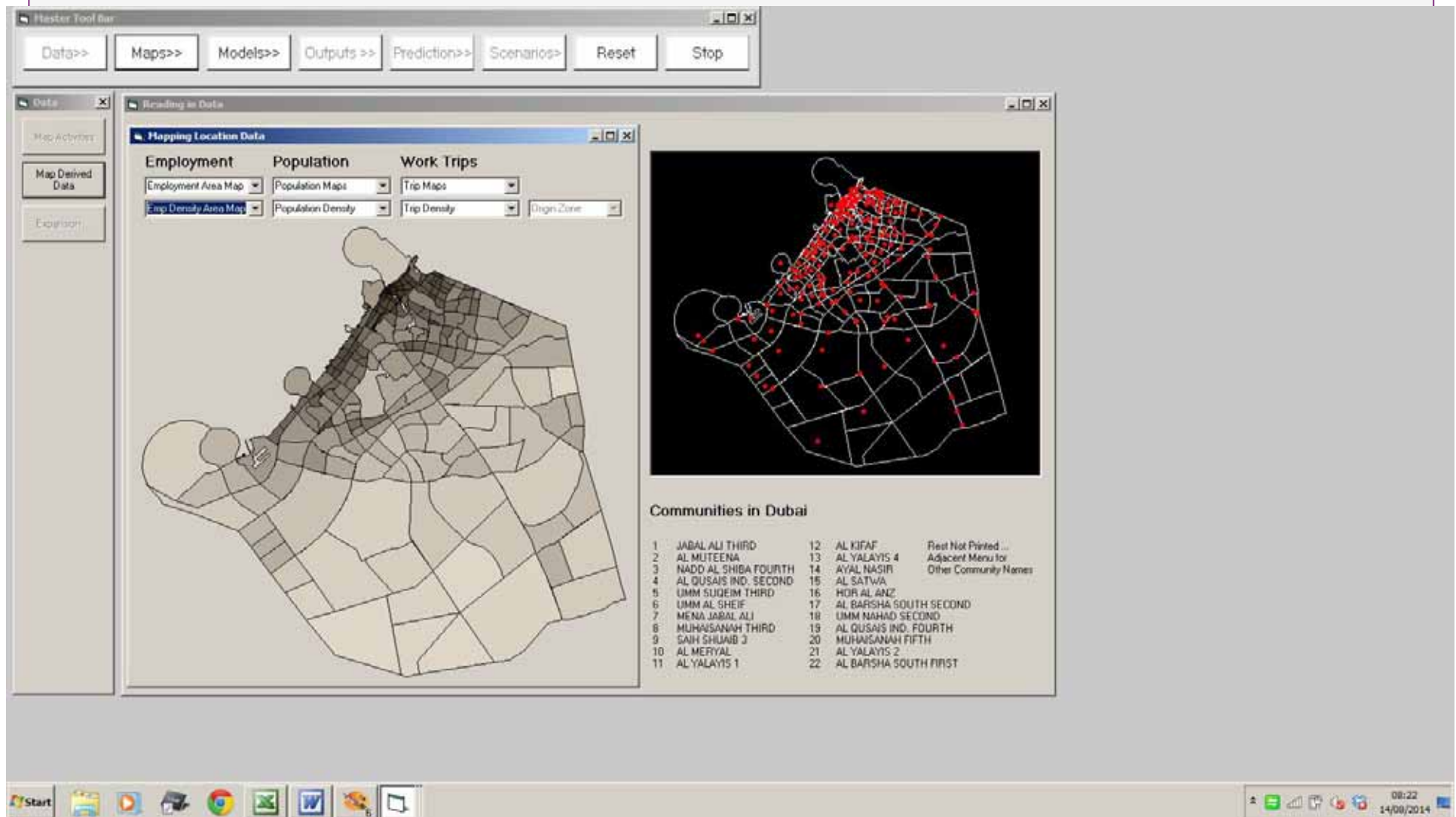


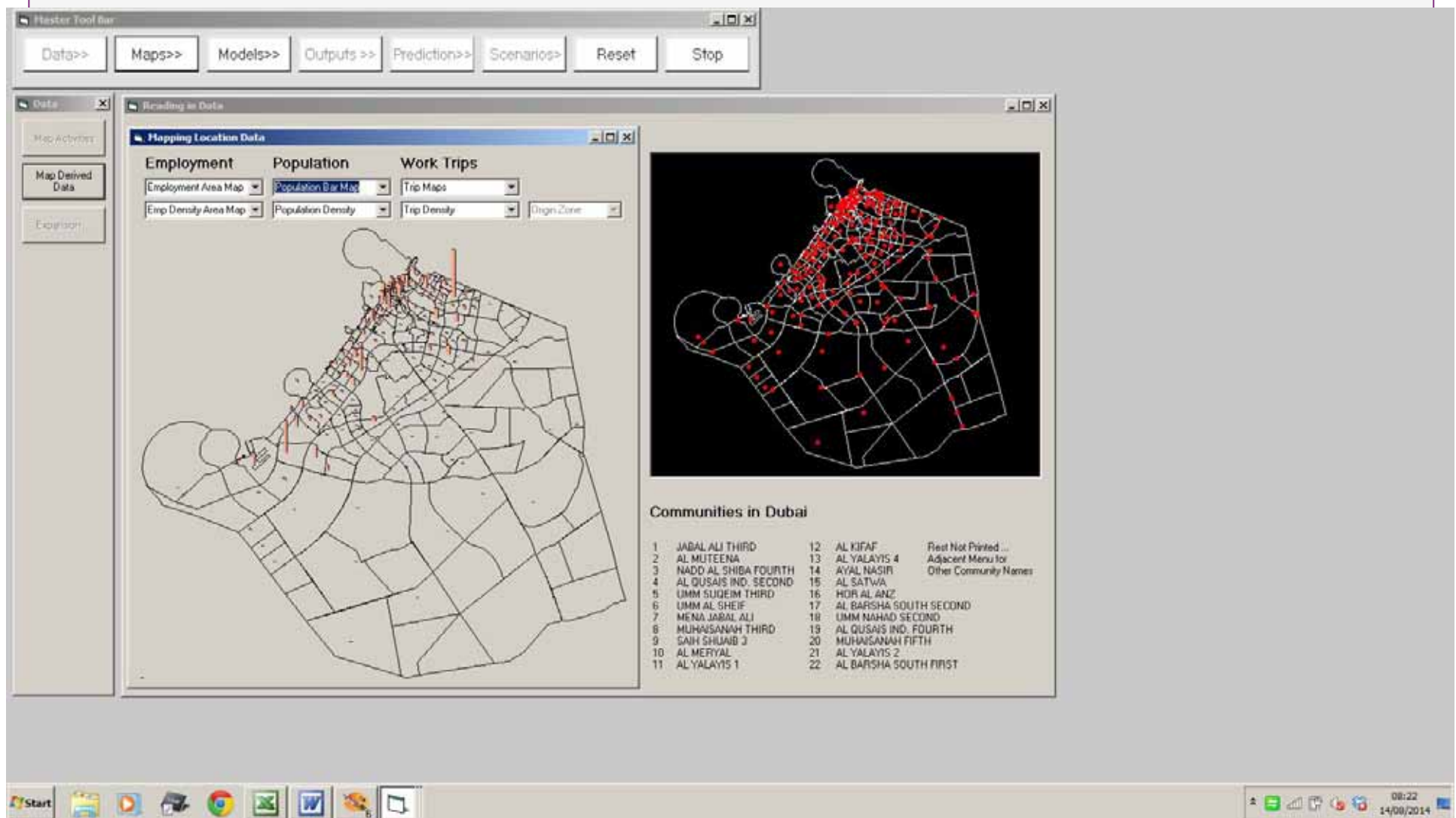


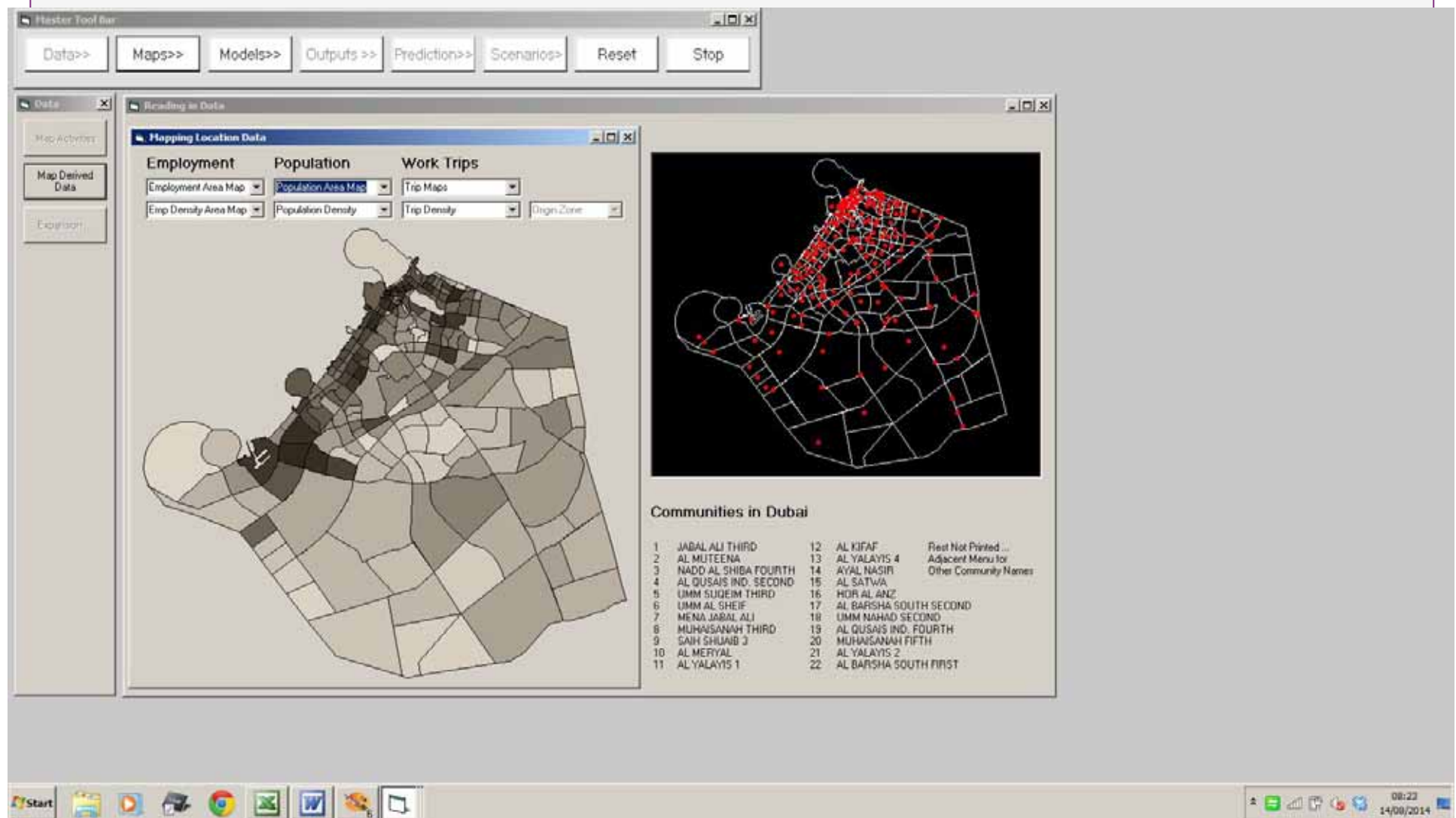


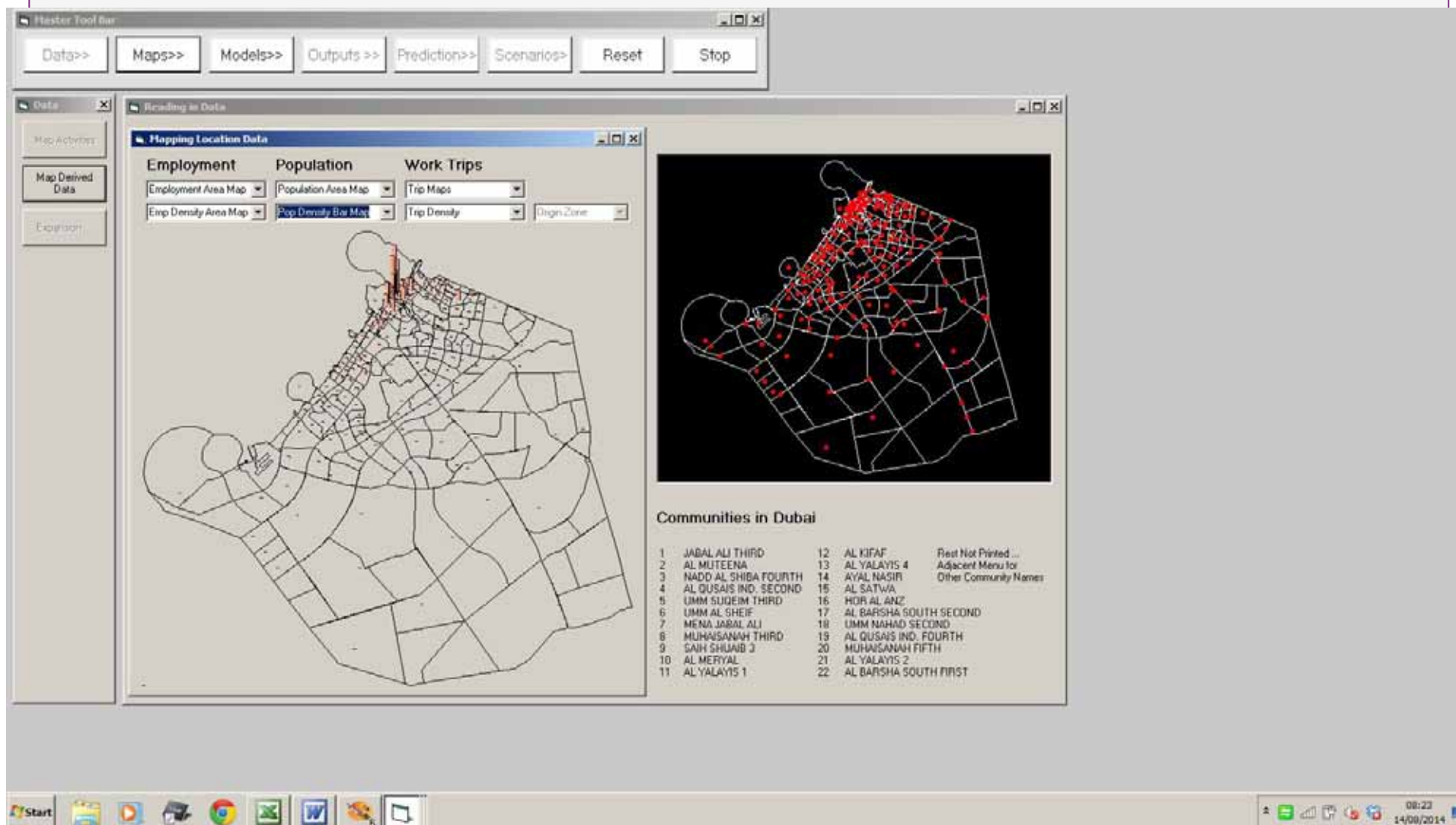


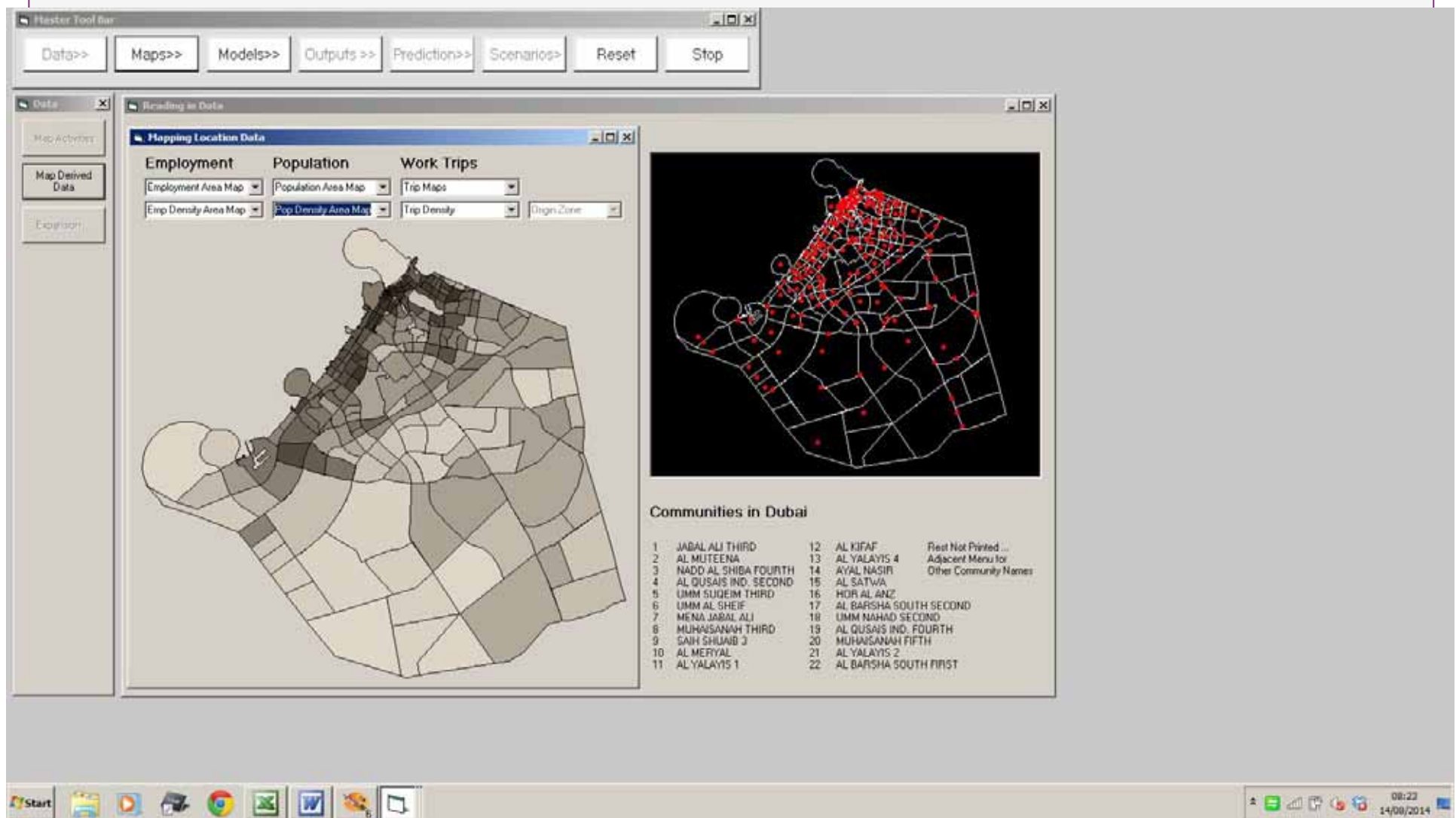


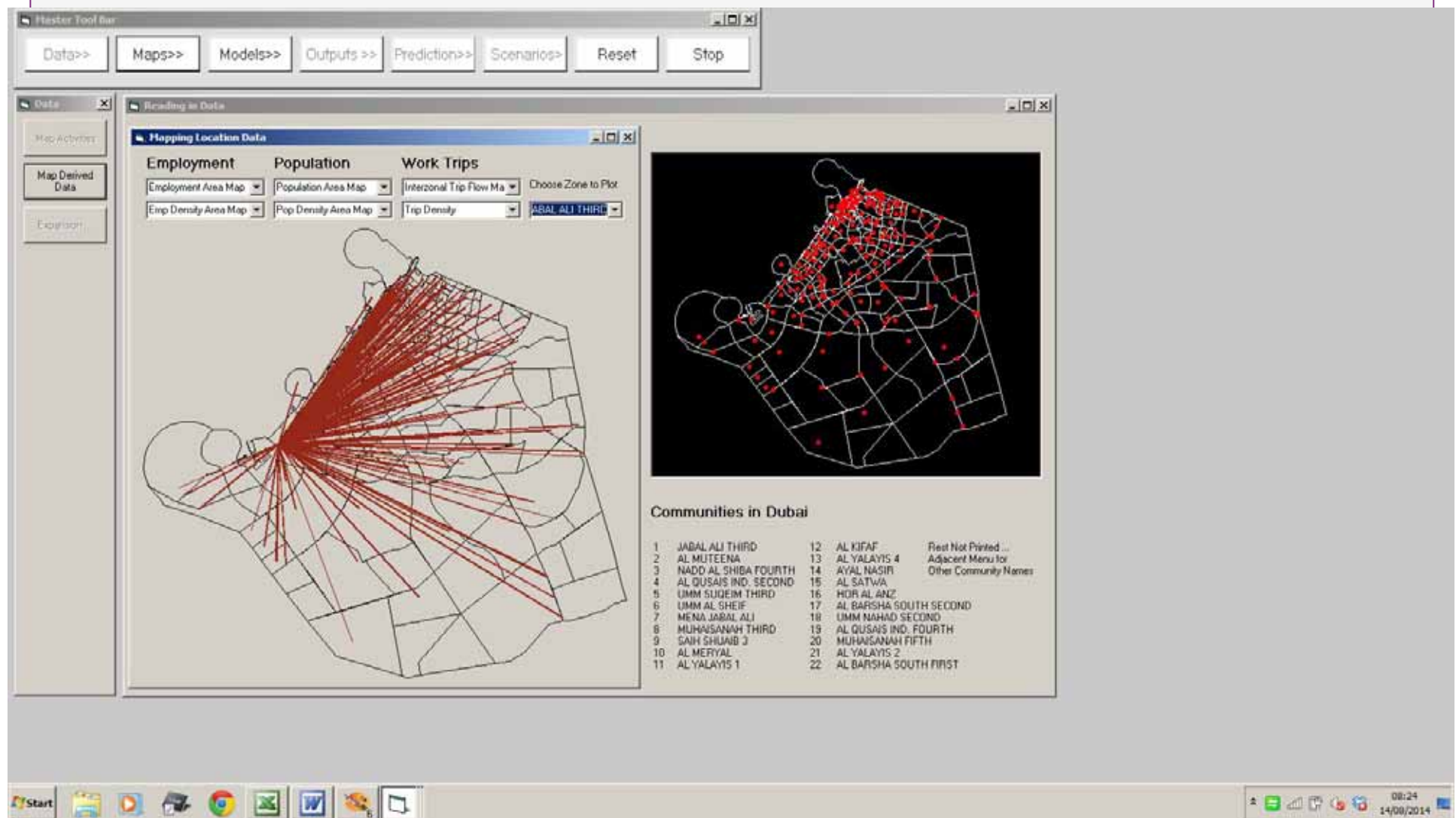


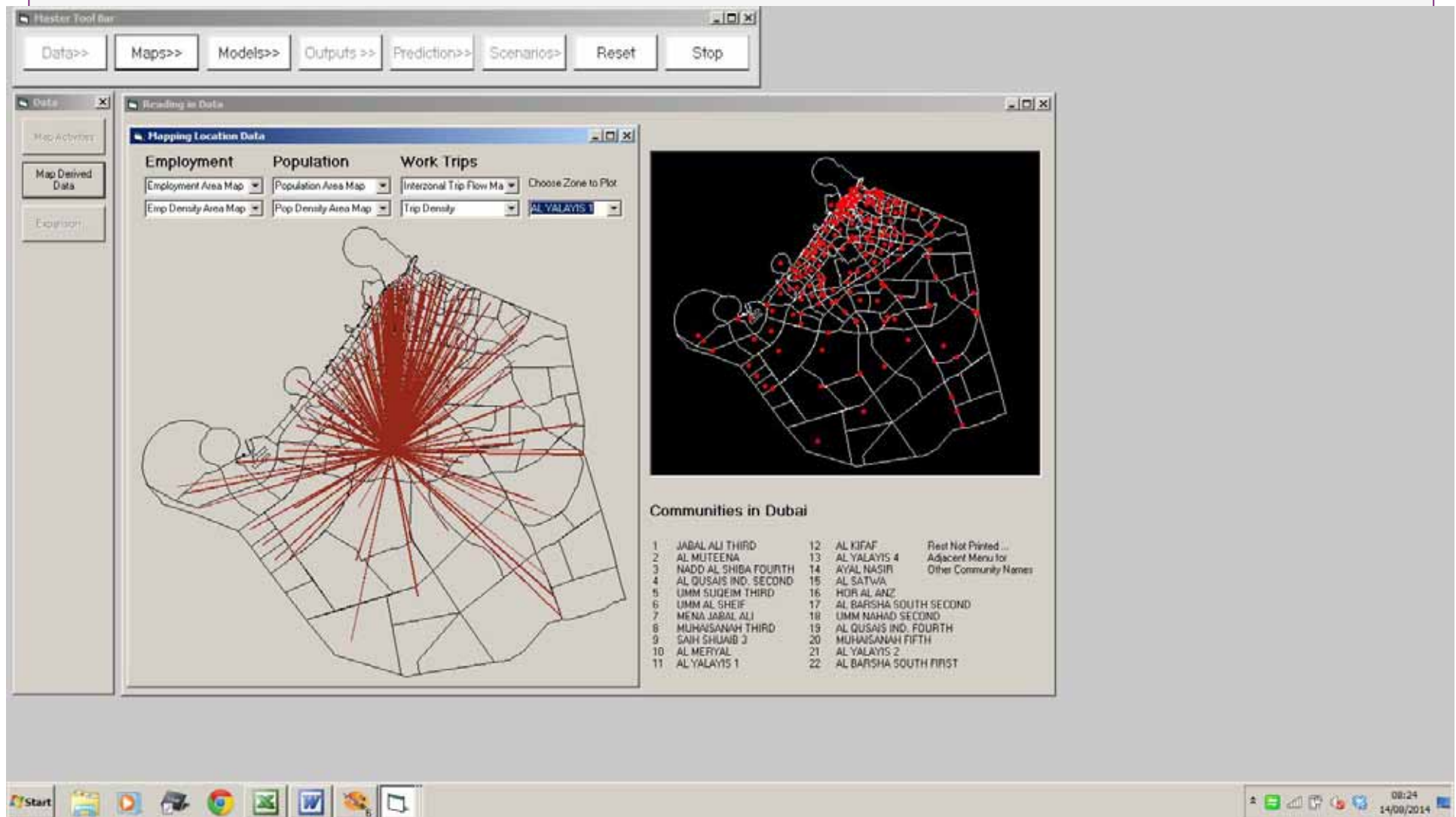


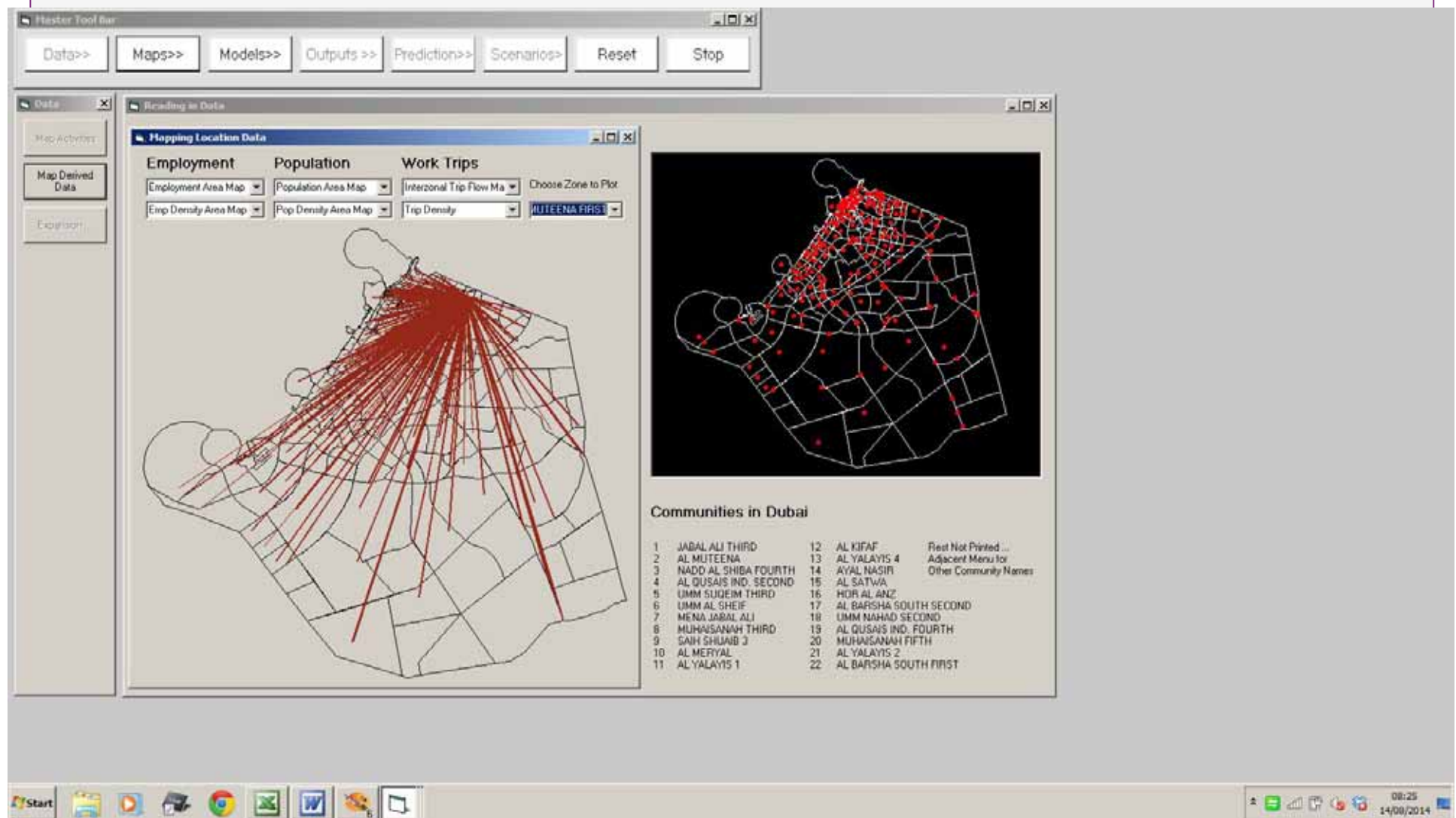


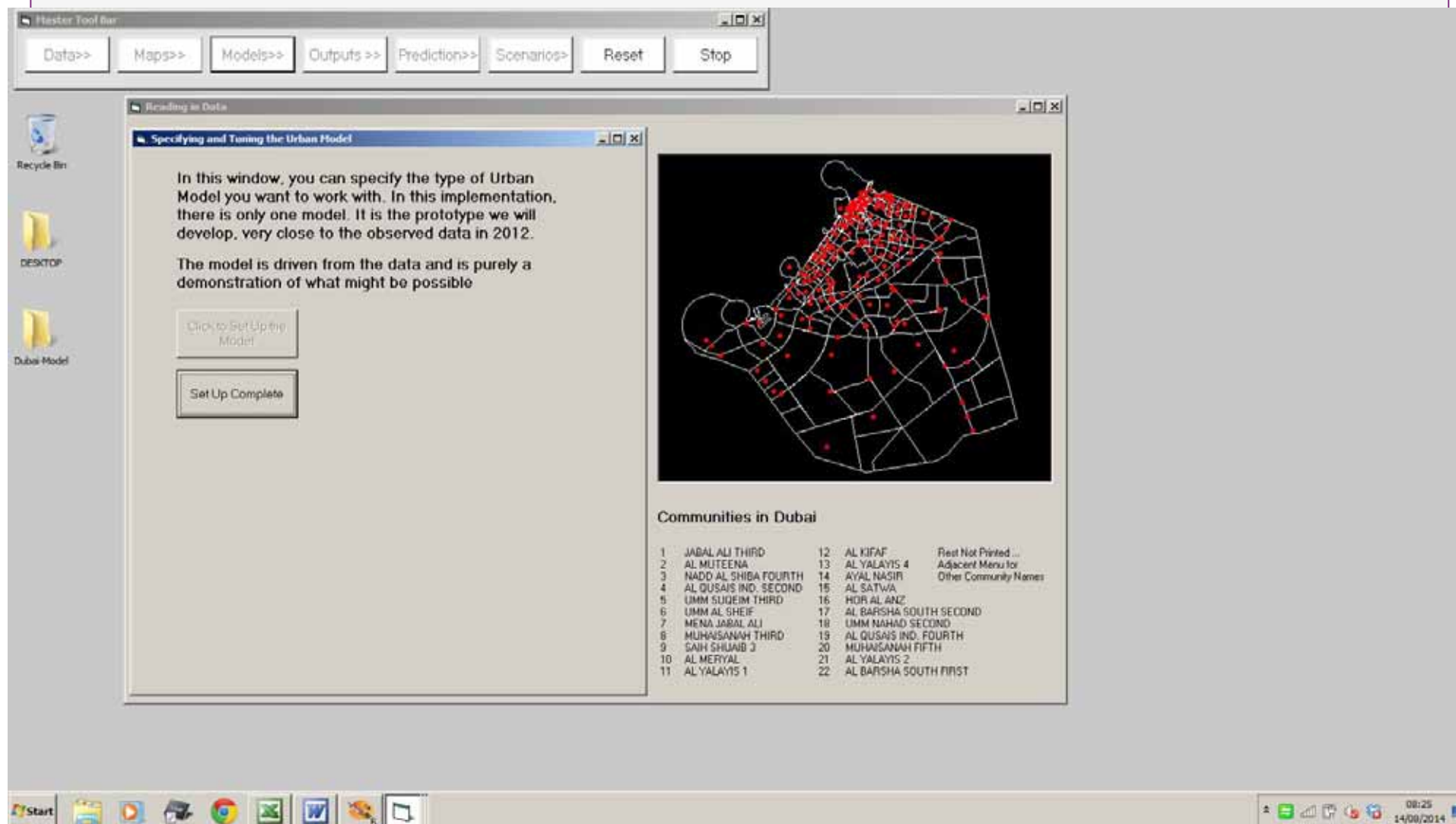


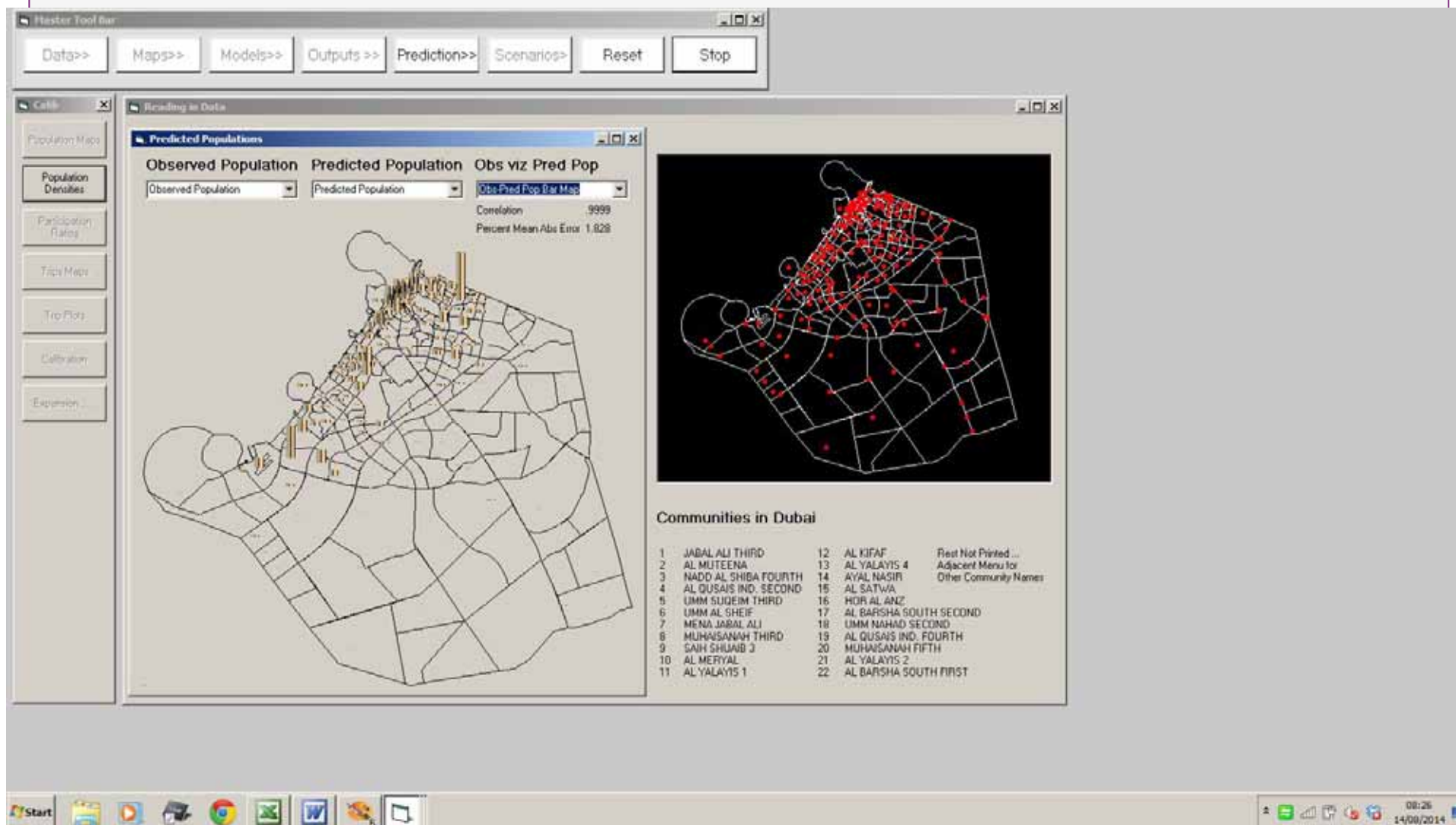


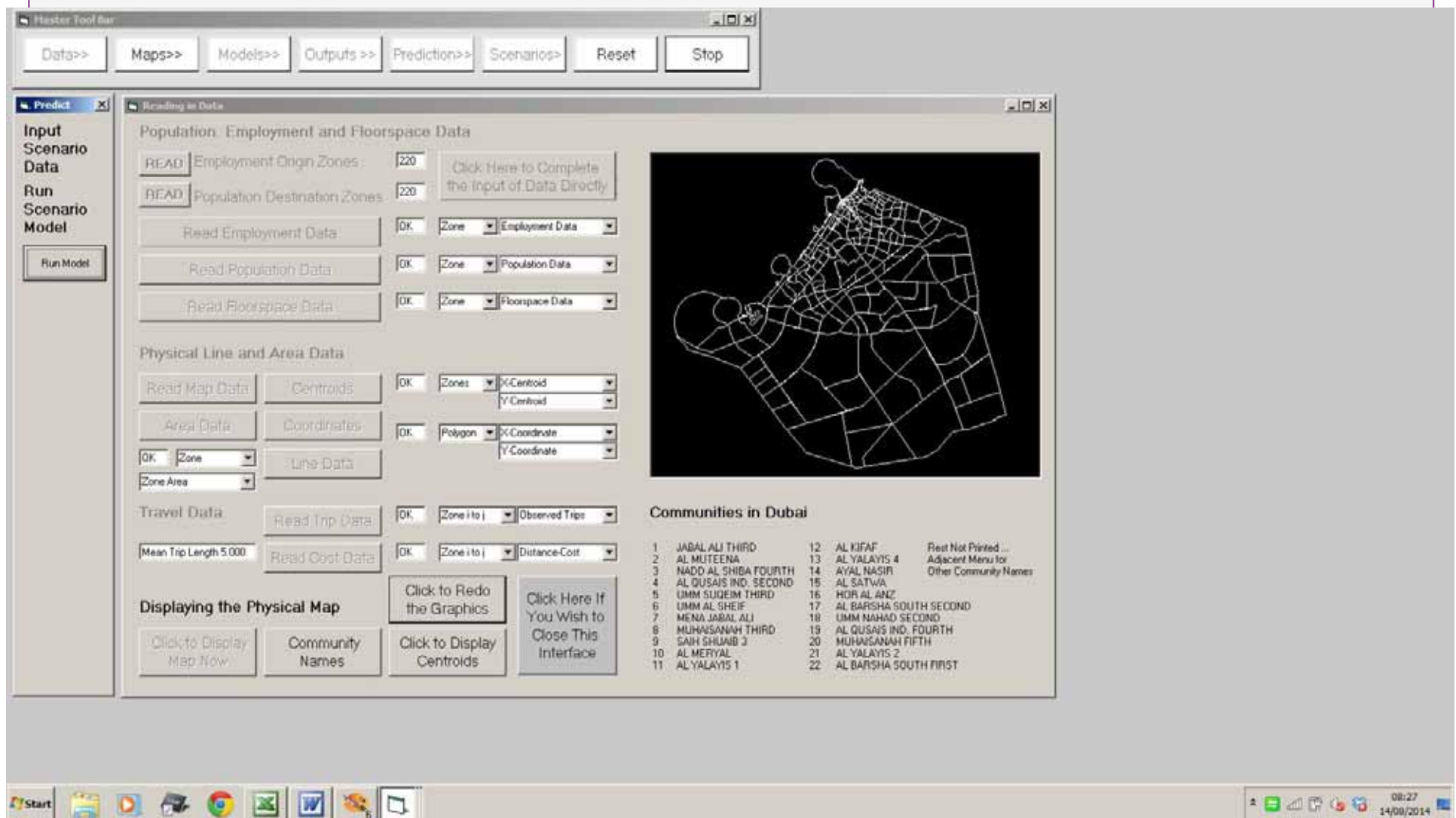


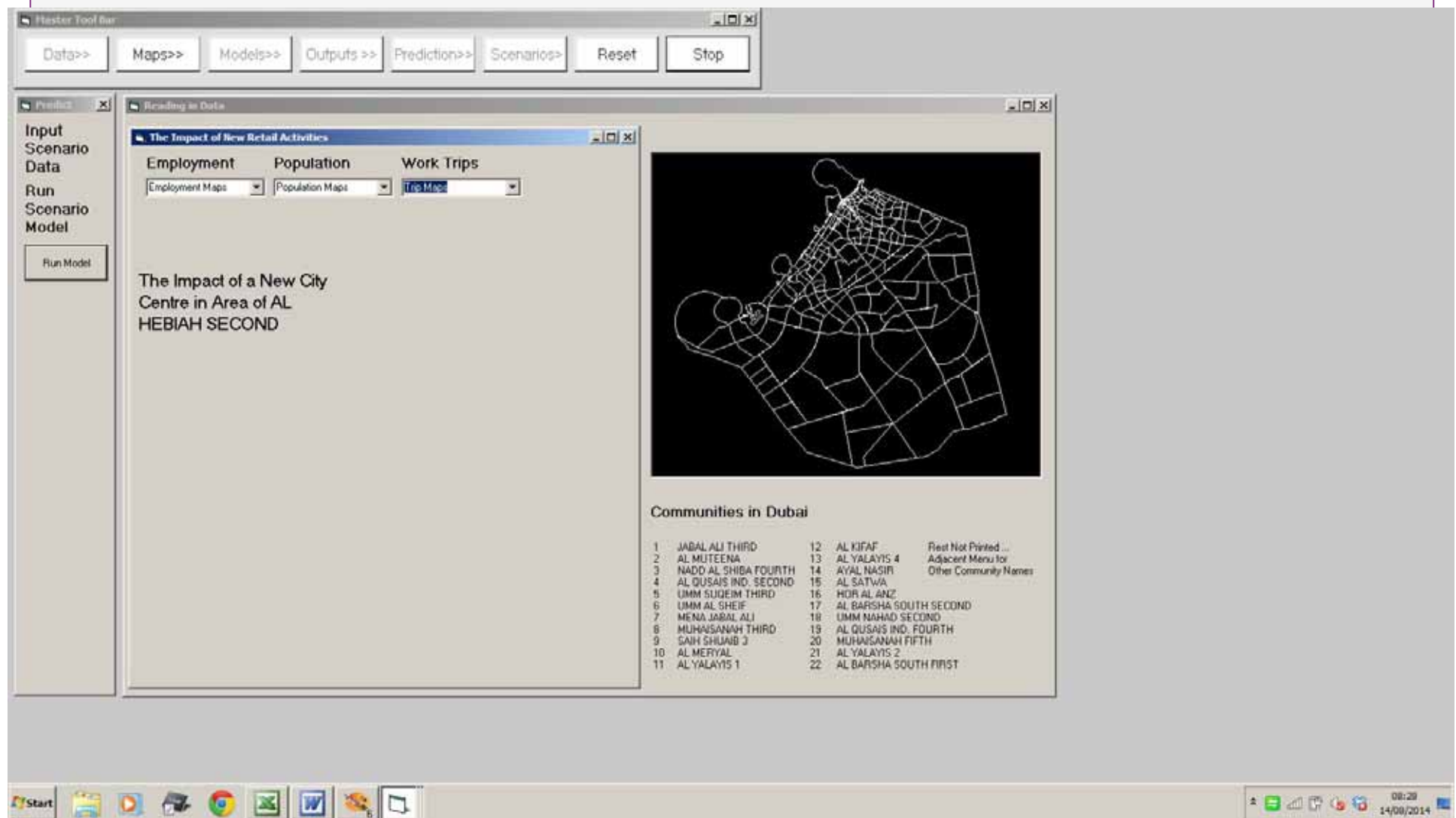


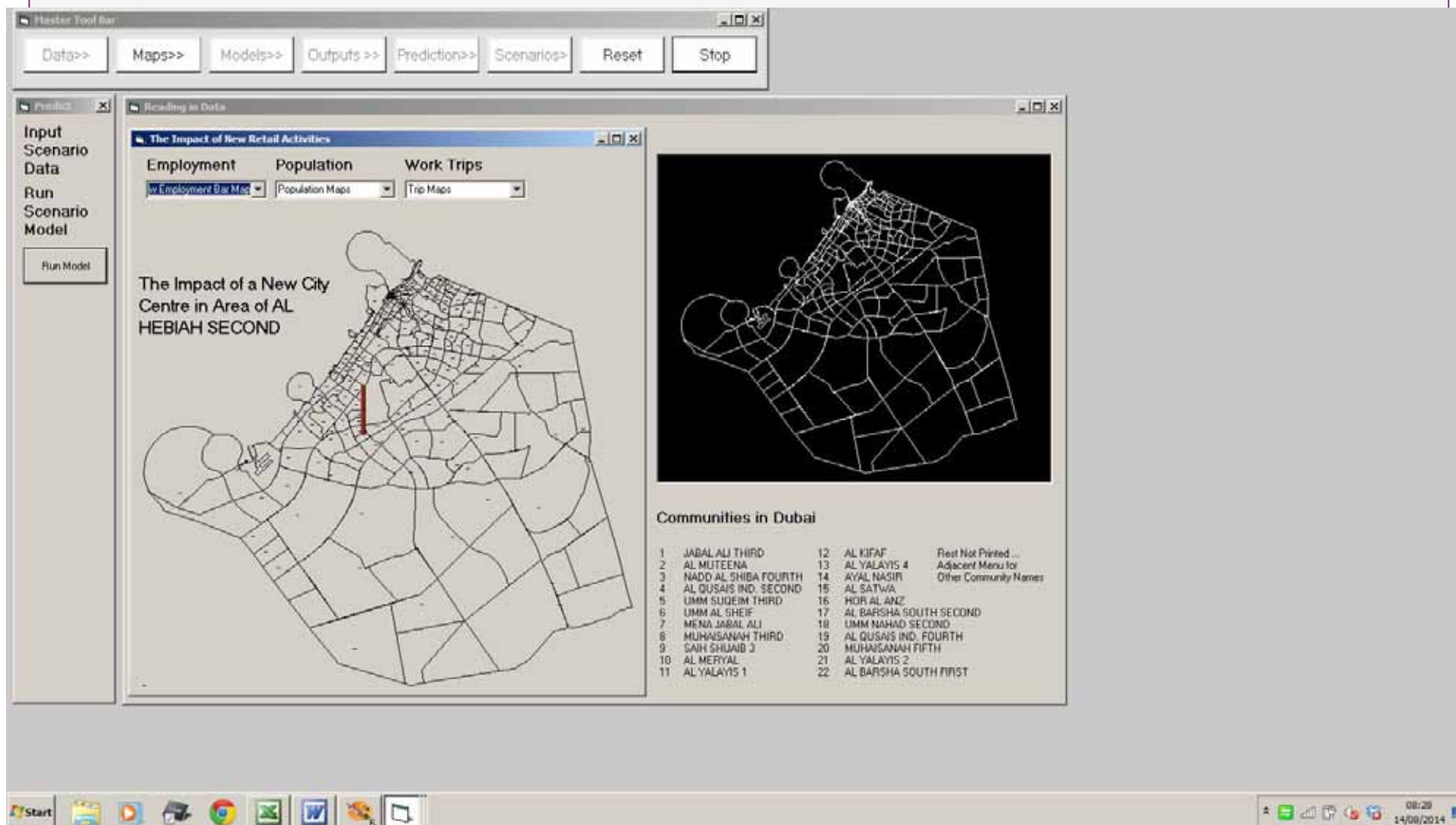


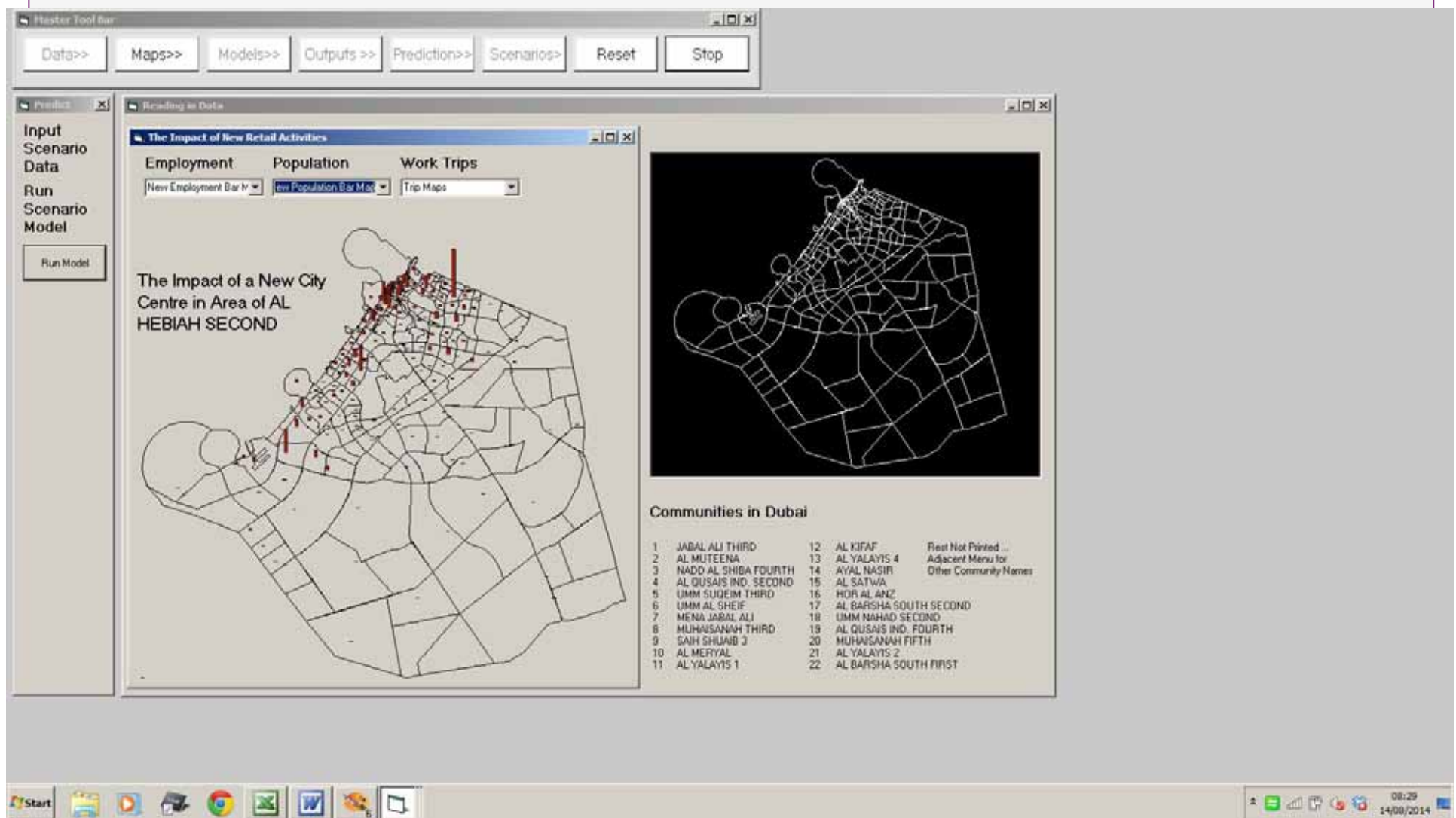


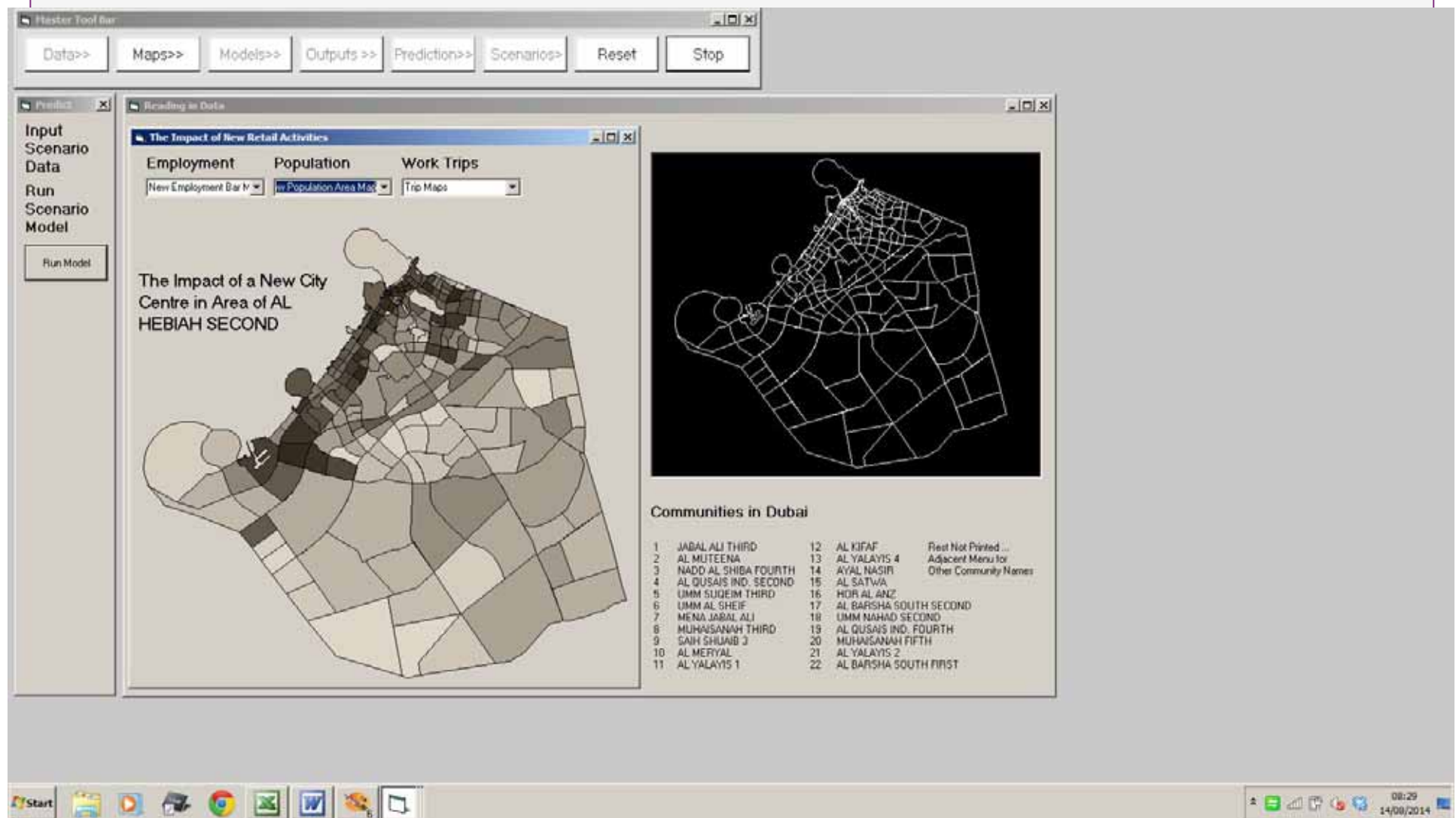


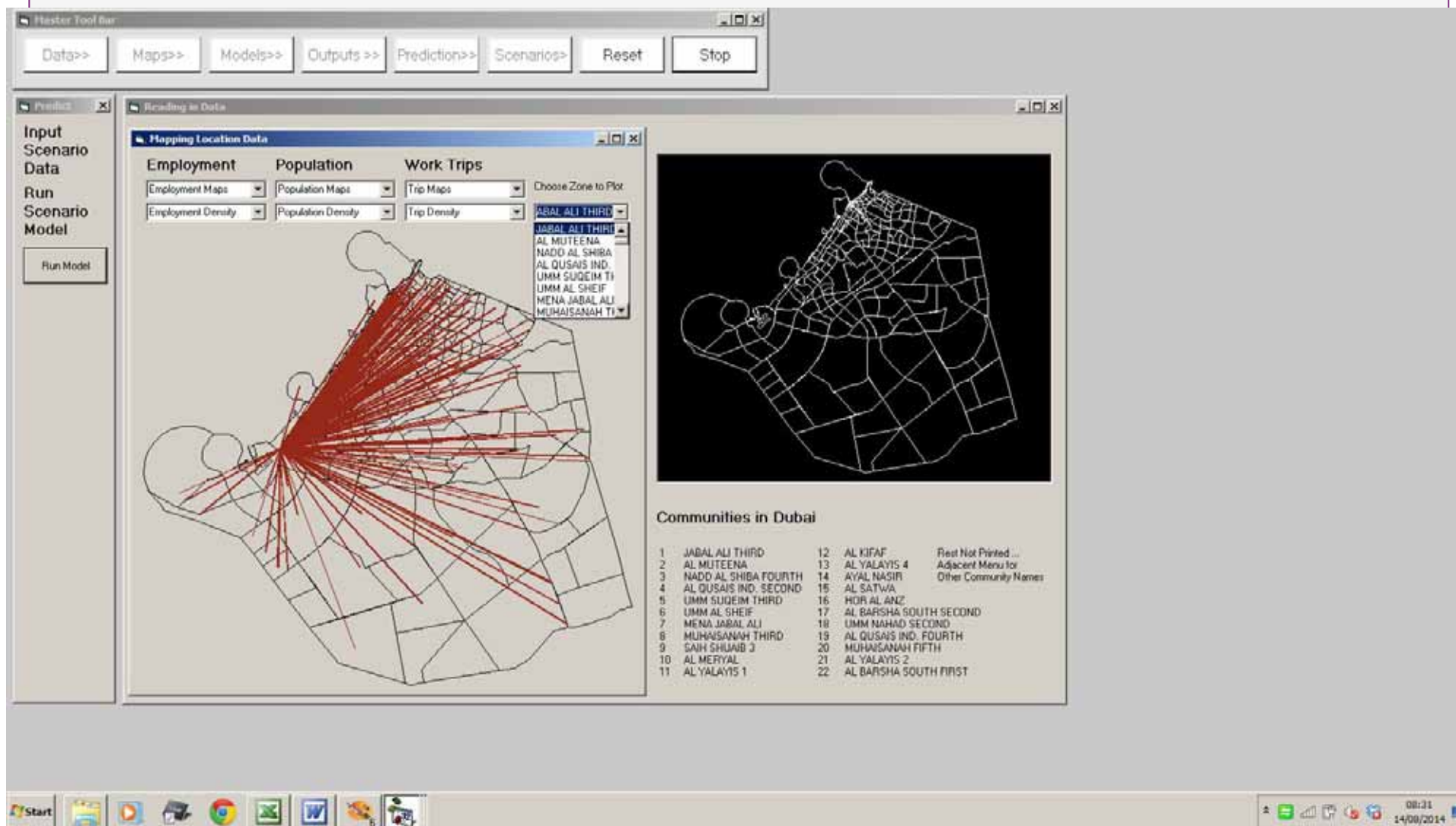


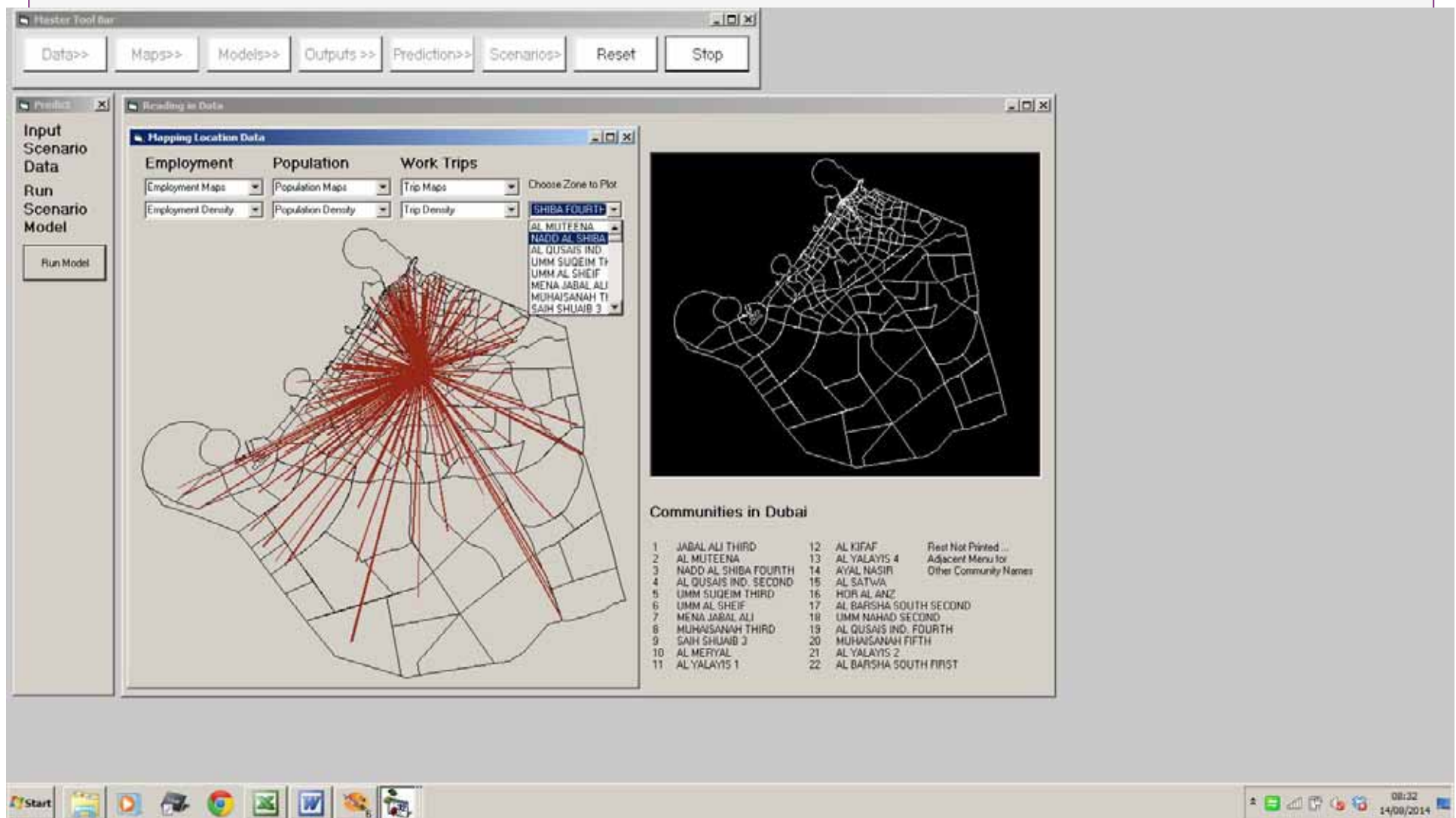


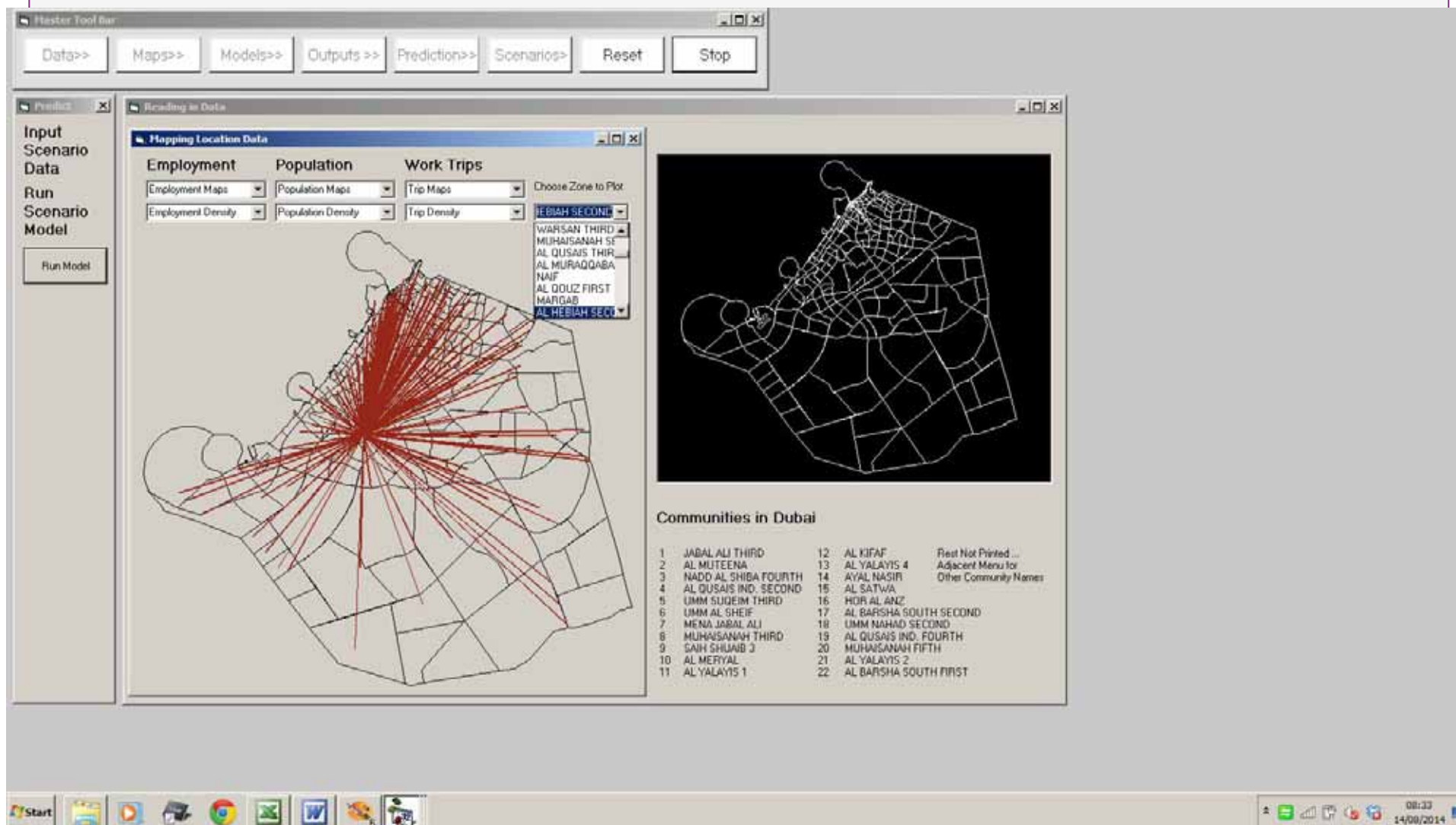






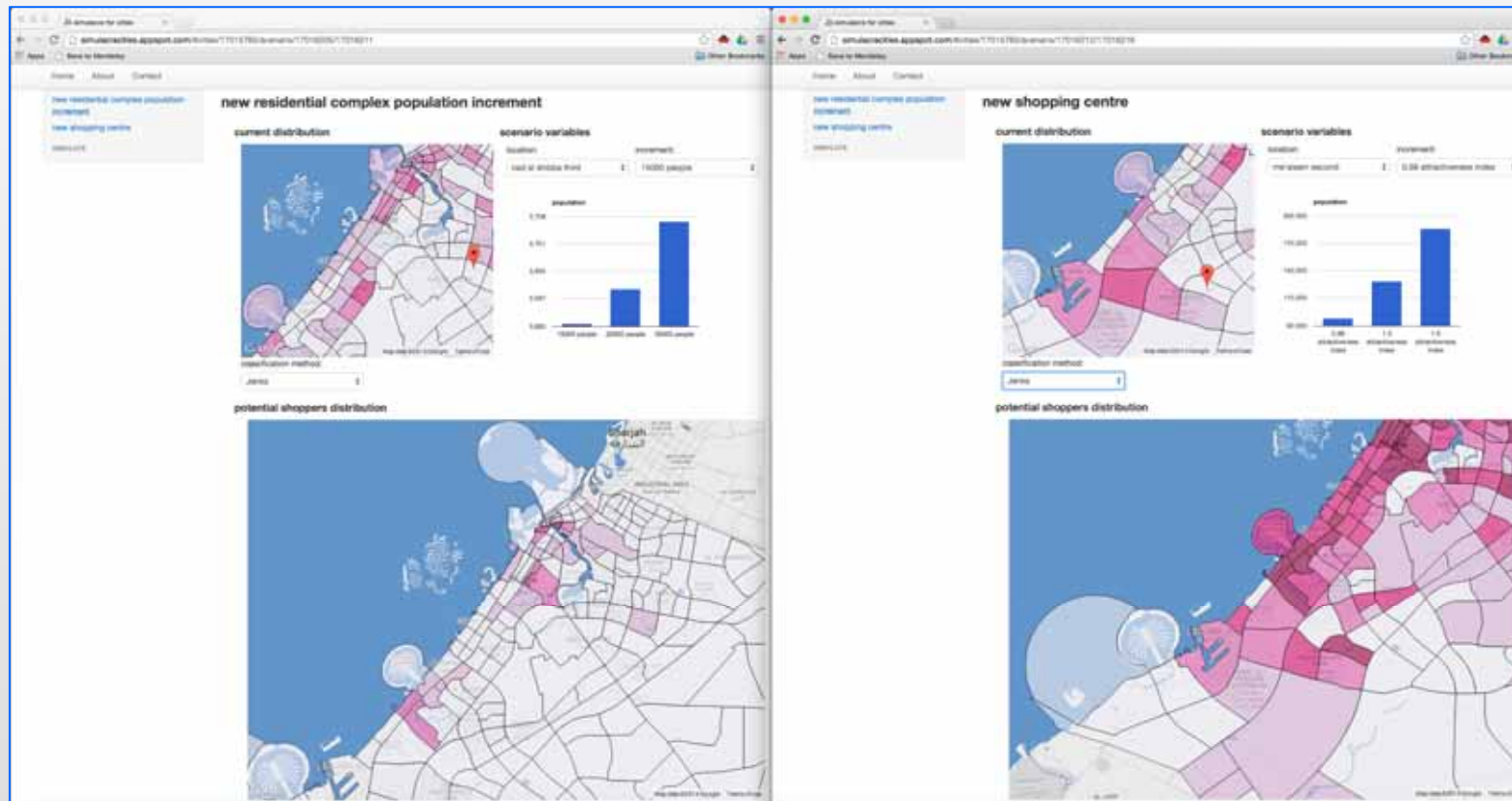






Applications

A New Retail Centre in Dubai



Big, Fast, Spatially Extensive, Many Users:

Quant: *this is software*

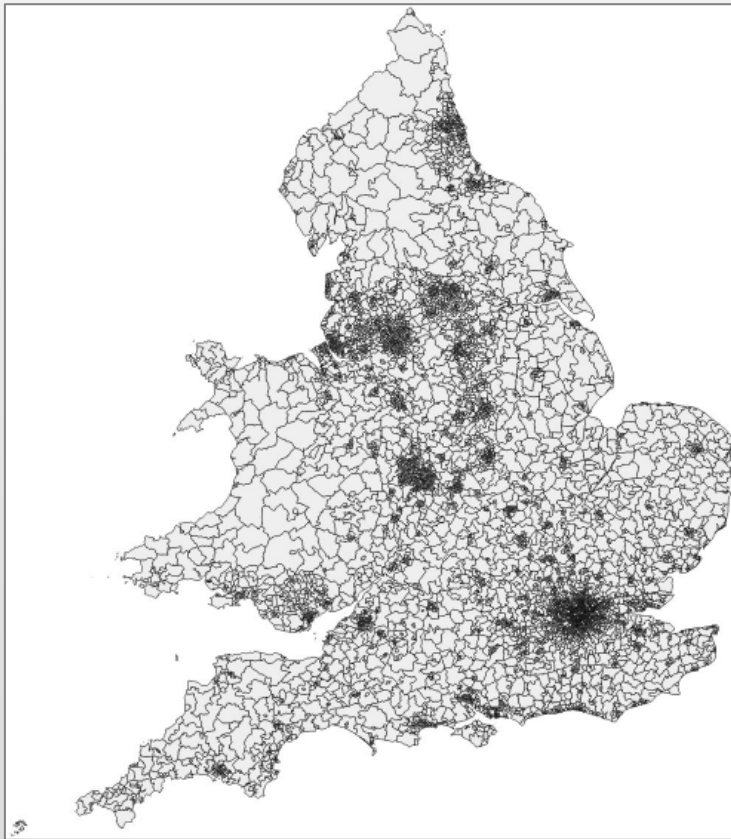
Our current model is being built for the *Future Cities Catapult* for all of E & W – Scotland will be added but not yet because the 2011 census data wasn't ready in the correct form when we started last year. Then model is dead simple – the journey to work but 7201 zones MSOAs but there are many issues 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.

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.

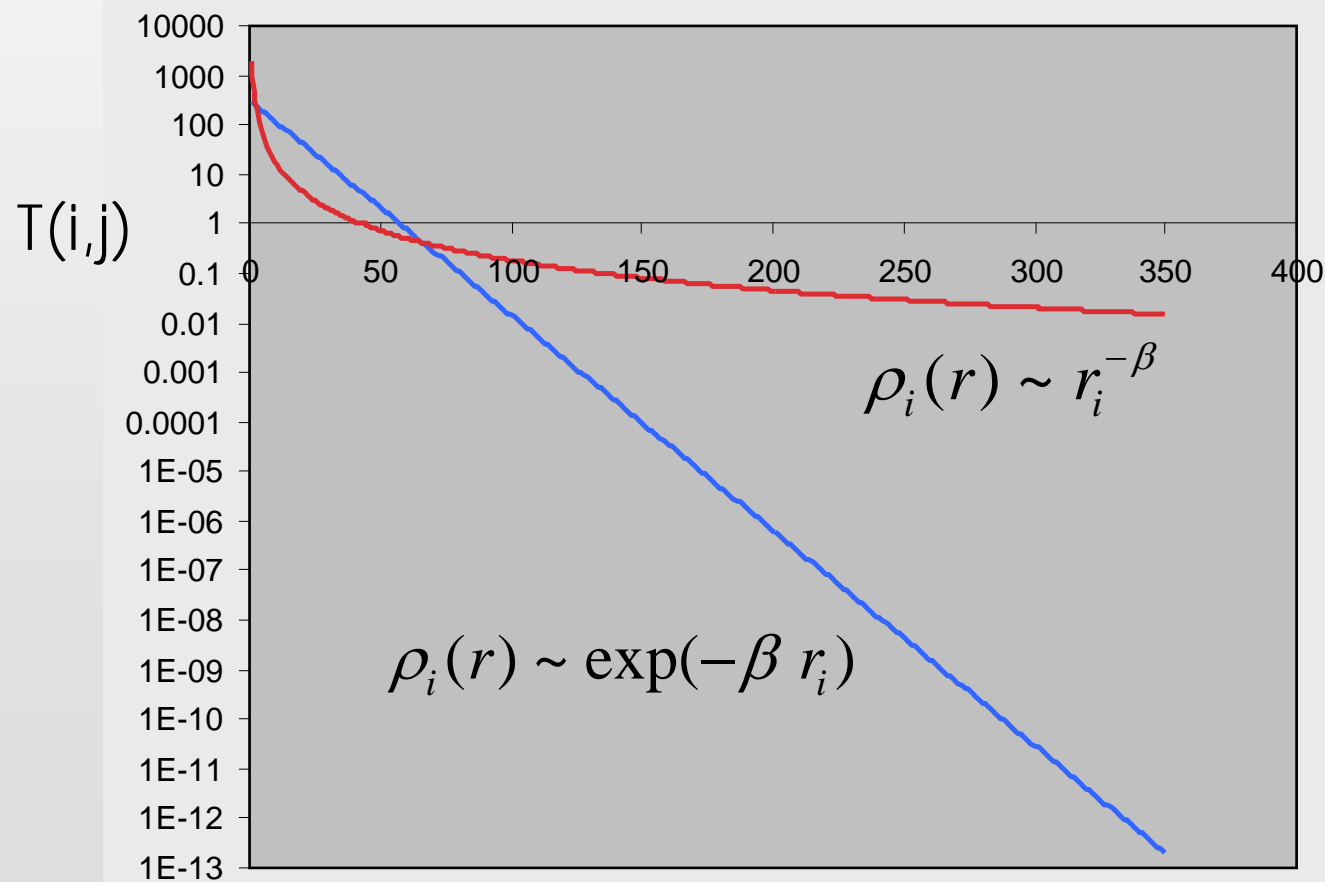


The big issue is – how do we predict long distance travel. We would like to use an inverse distance rather than a negative exponential function of distance i.e.

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

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
- <http://quant.casa.ucl.ac.uk/> - don't use Safari

Home of QUANT



QUANT

beta version

Simulating the Impacts of Large Scale Change in the UK

Explore QUANT

About QUANT



Centre for Advanced Spatial Analysis



UCL

QUANT

beta version

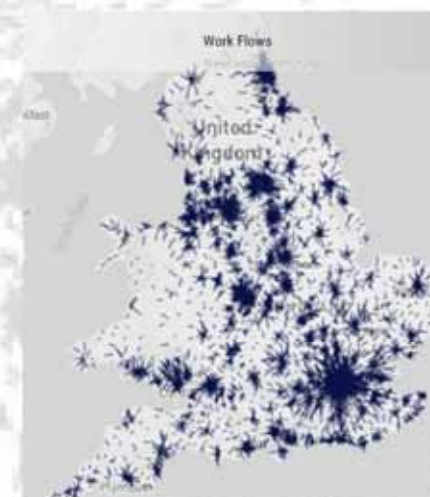


Explore Data

Run Model

Set Scenarios

Home



Work Flows (Mode)

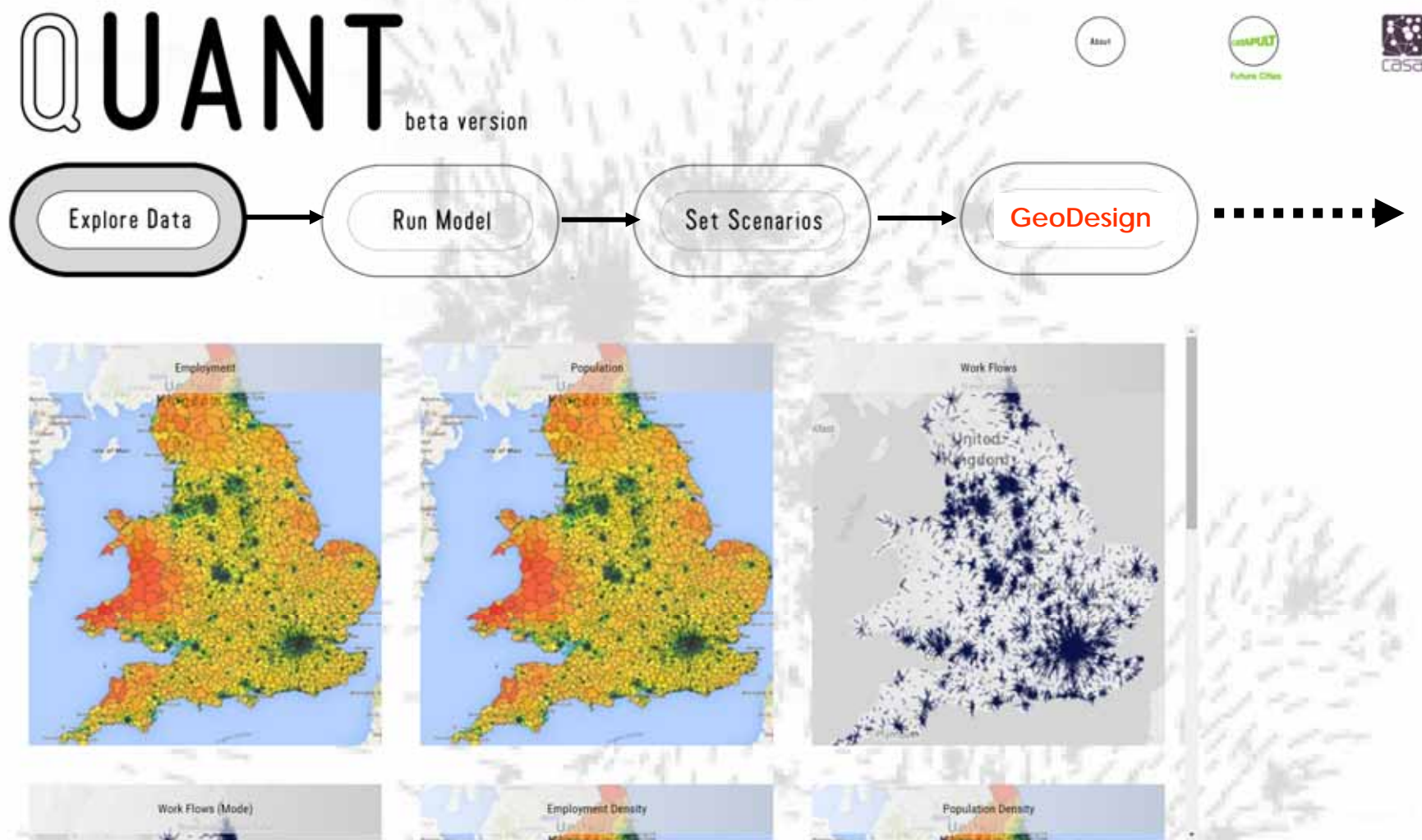
Employment Density

Population Density



Centre for Advanced Spatial Analysis





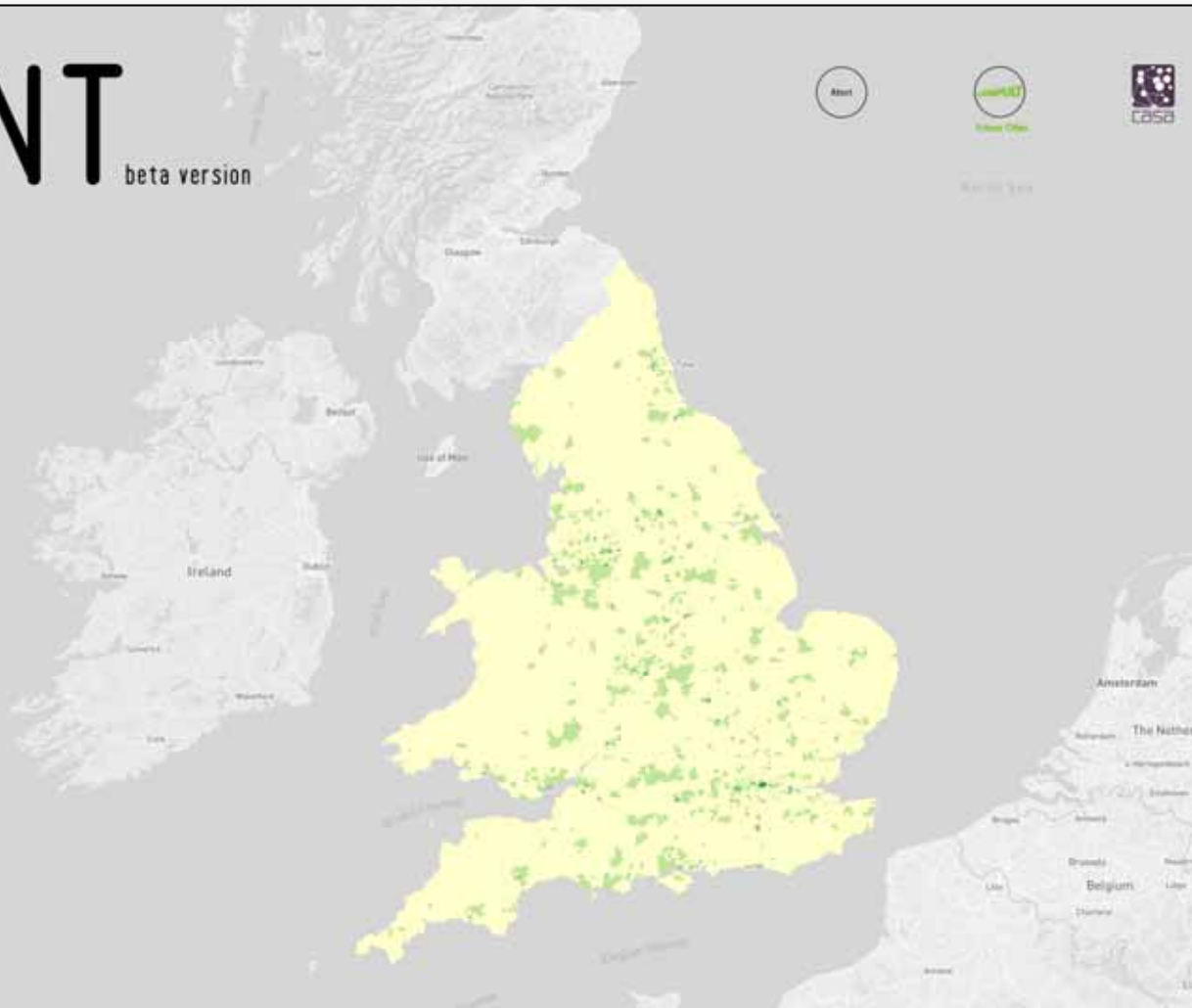
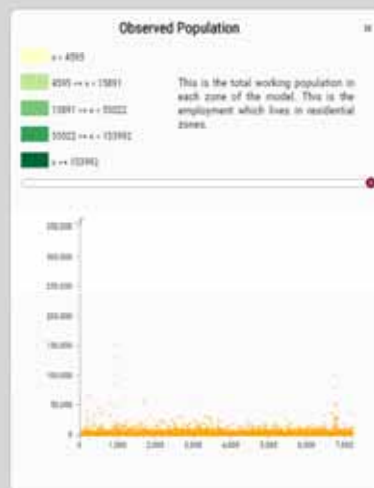
The interface is extensible – and data in terms of maps, flows and so on can be accessed in this way

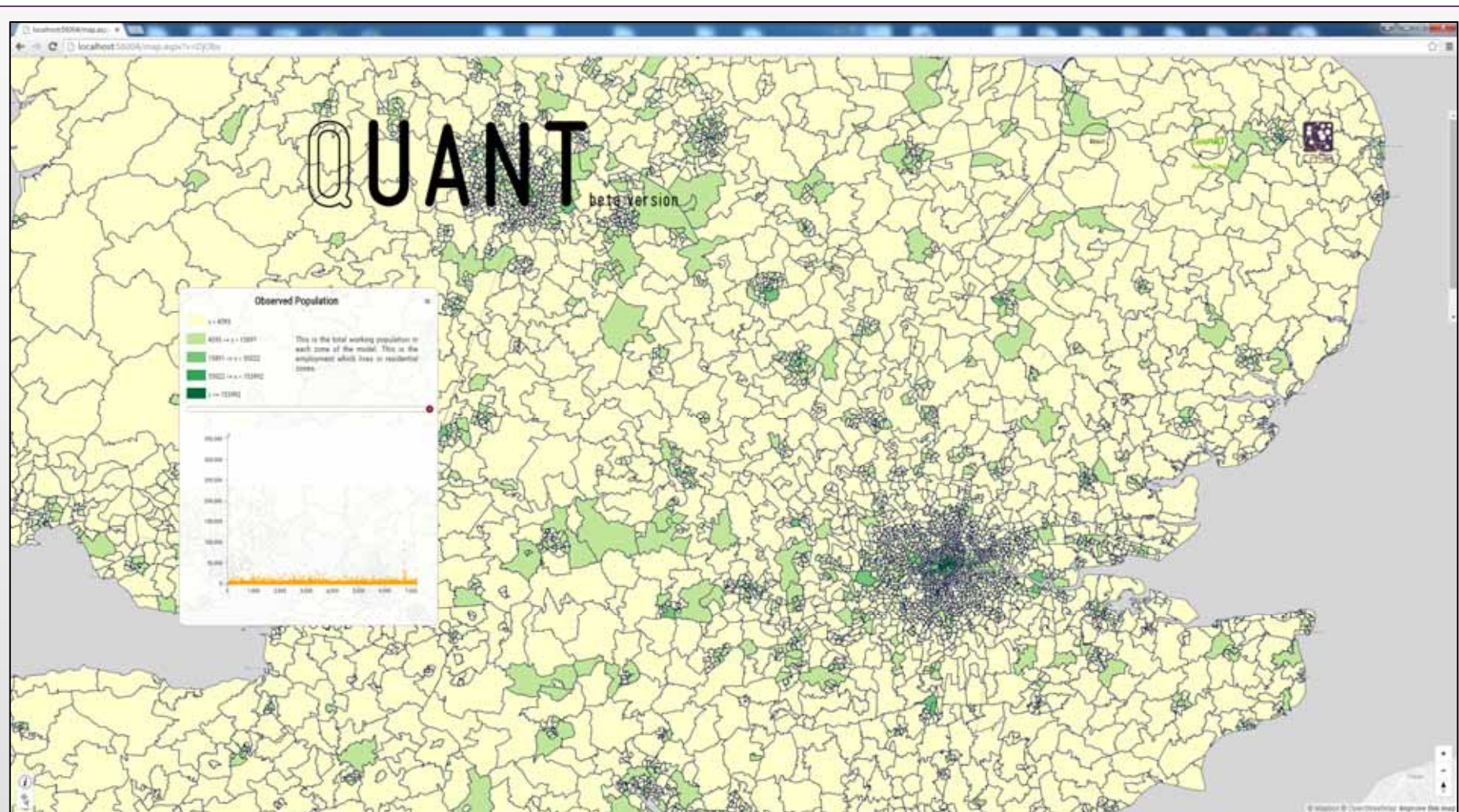
QUANT

beta version

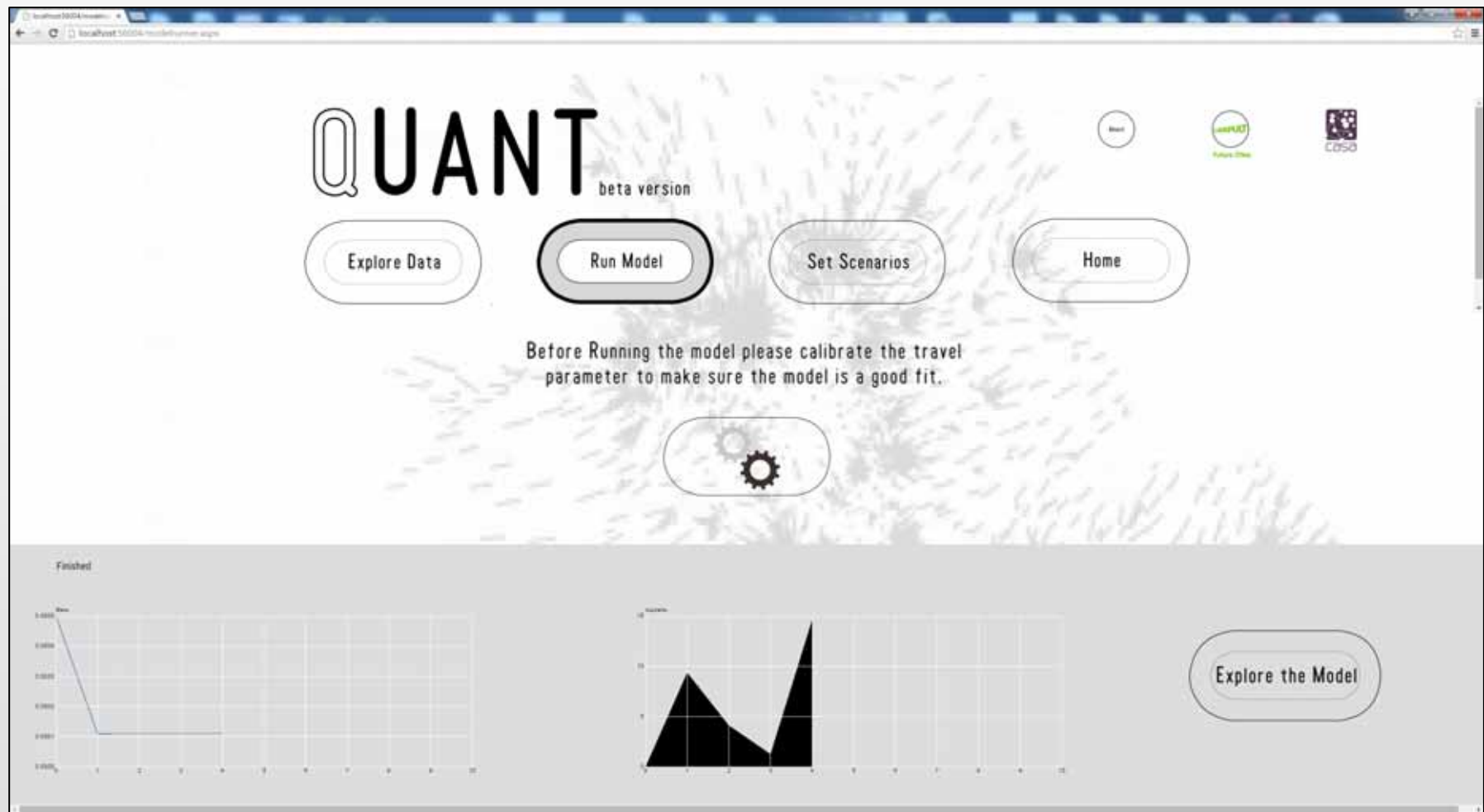


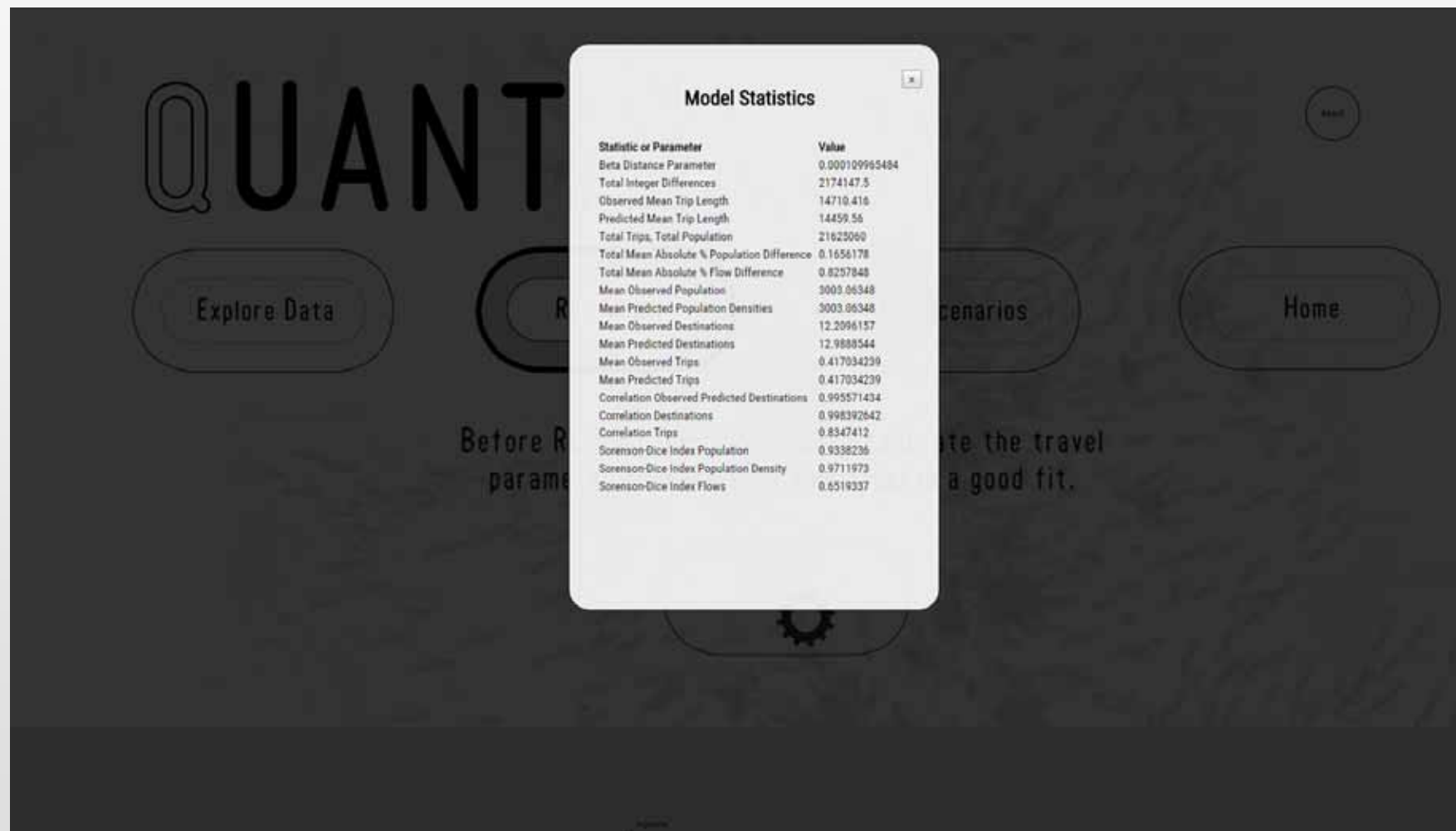
Map of Great Britain





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





QUANT

beta version



Explore Data

Run Model

Set Scenarios

Home

Population

This is total working population in each zone of the model. This is the employment which lives in residential zones.

Observed Population



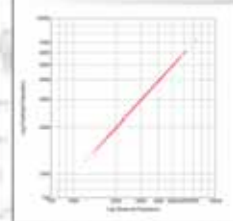
Predicted Population



Population Differences



Observed and Predicted Populations



Population Density

This is working population divided by the land area of the residential zone.

Observed Population Density



Predicted Population Density

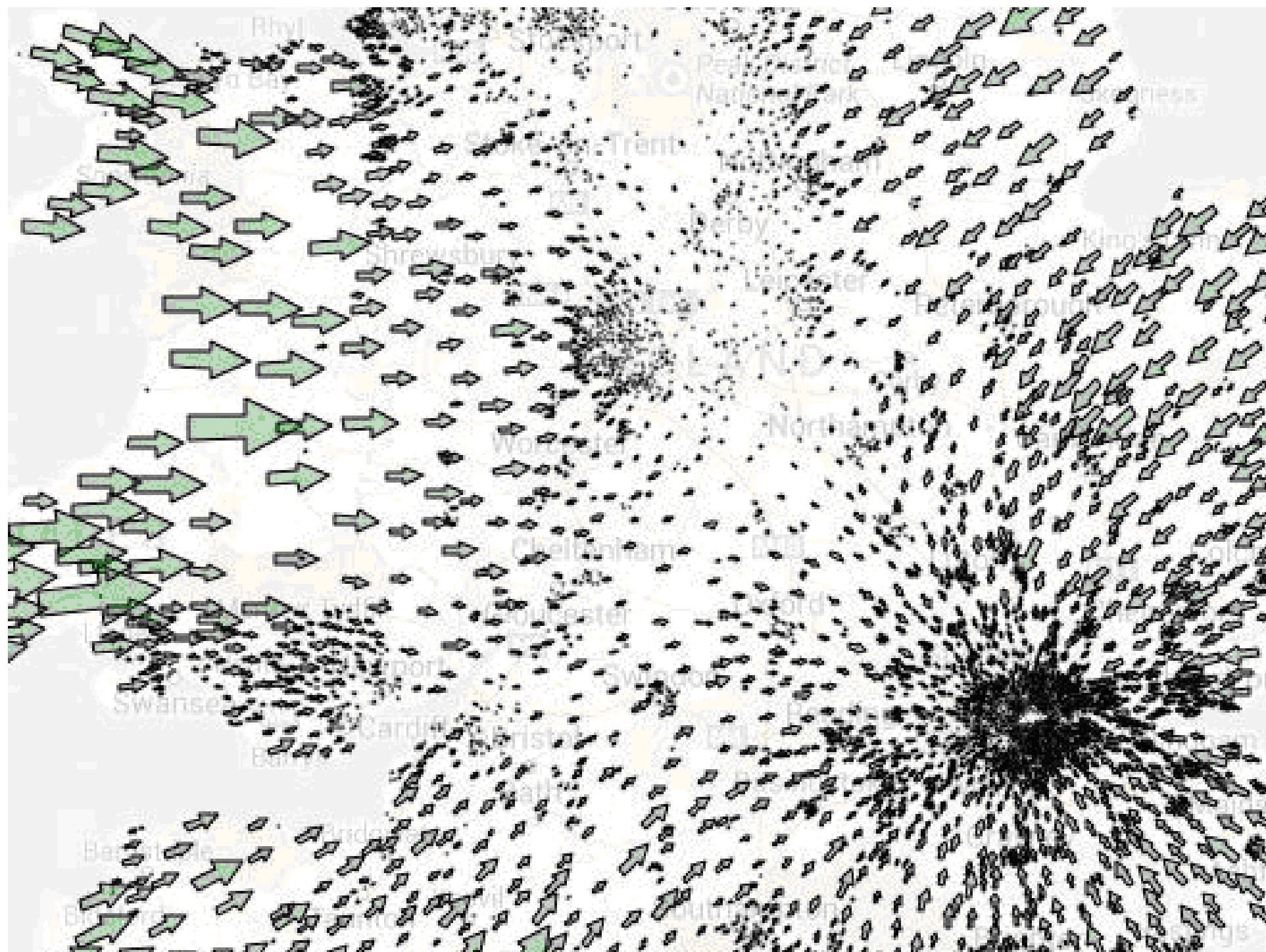


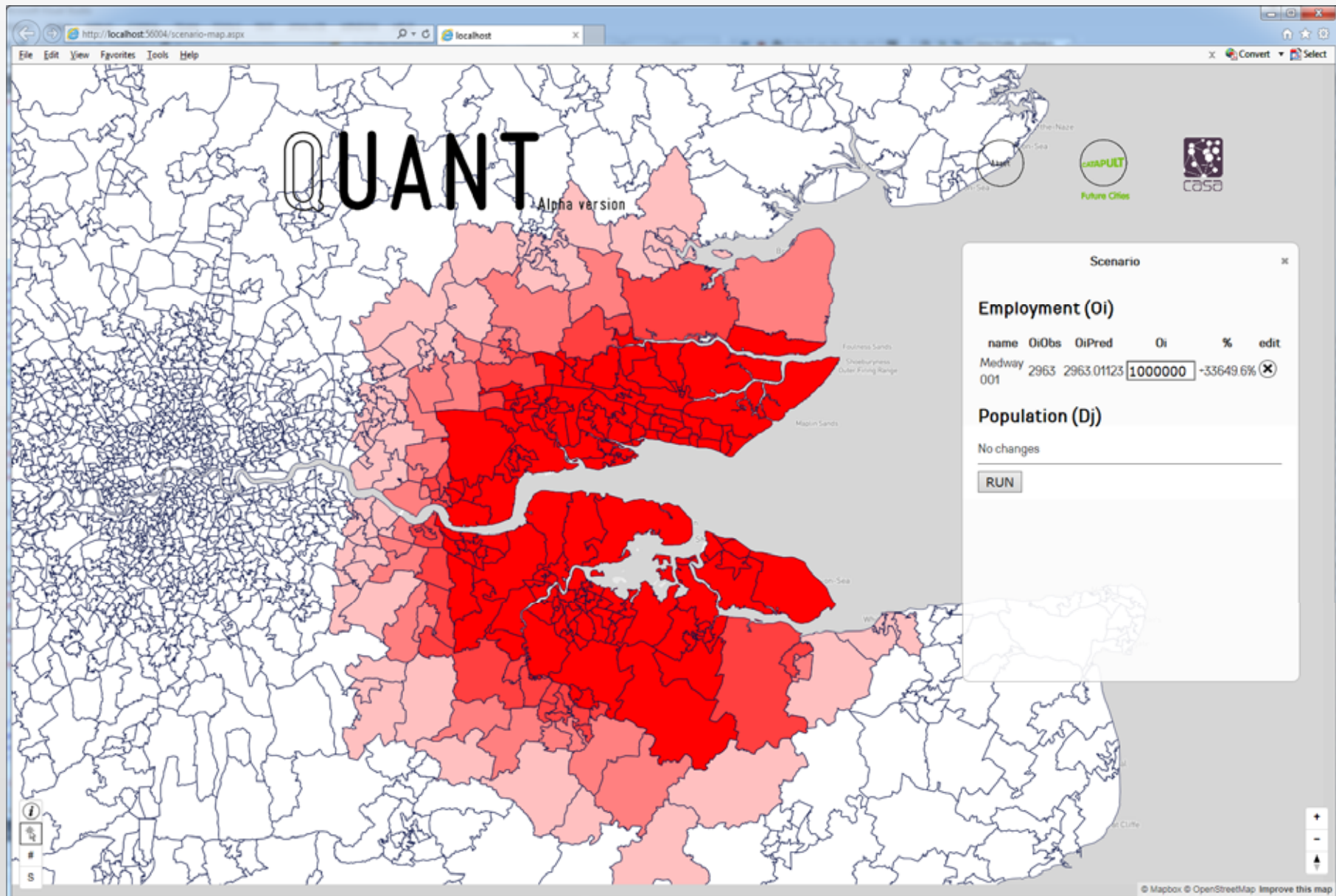
Population Density Differences



Four







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

Michael Batty

Centre for Advanced Spatial Analysis
CASA-UCL

www.complexcity.info

m.batty@ucl.ac.uk

 @j michaelbatty