

# Cities as Dynamic Adaptive Structures

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# Urban Form

Vancouver



Two approaches:  
Idiographic vs Nomothetic

...or is it three?

# What we knew then (Idiographic)

Vancouver  
Founded 1886

Mountains

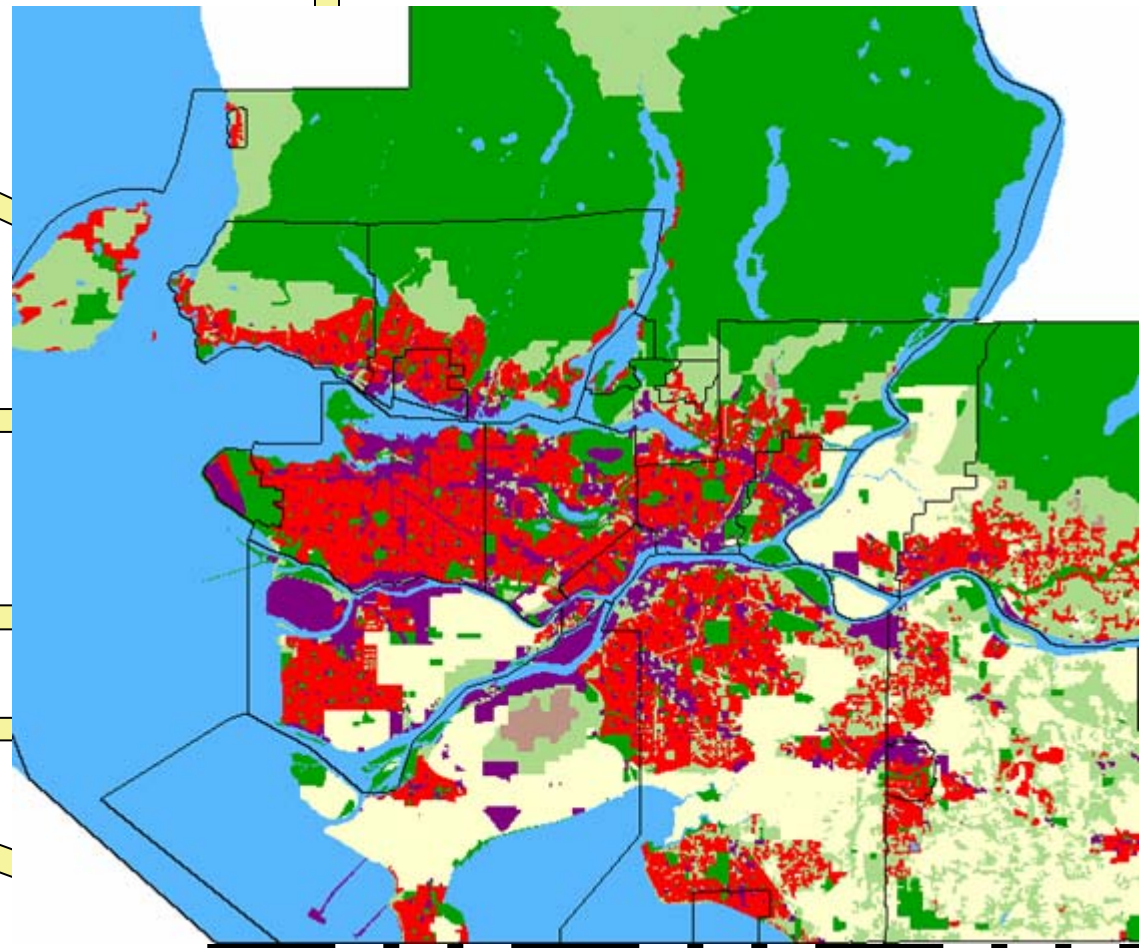
Transcontinental  
rail terminal 1886

Port

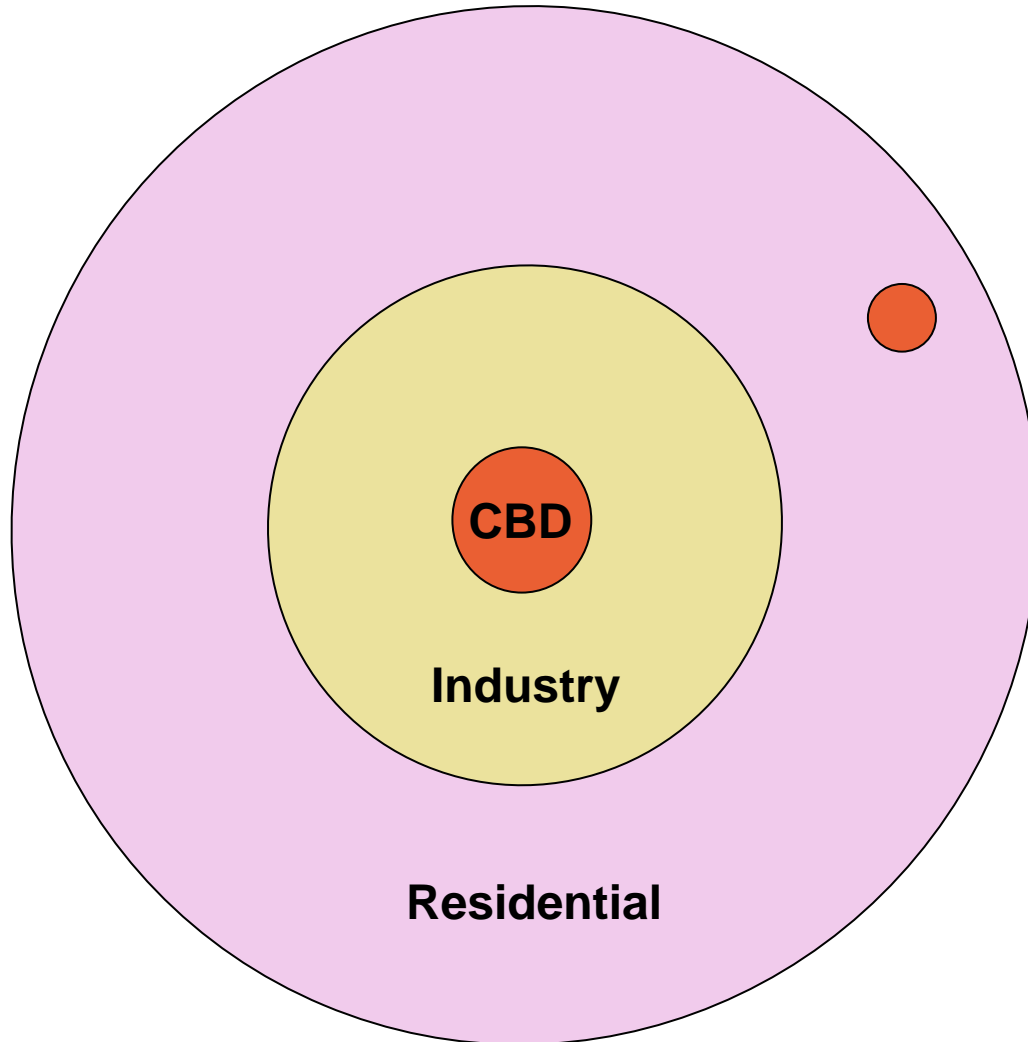
Major river from hinterland

Flat, fertile land on delta

International boundary



# What we knew a bit later (Nomothetic)



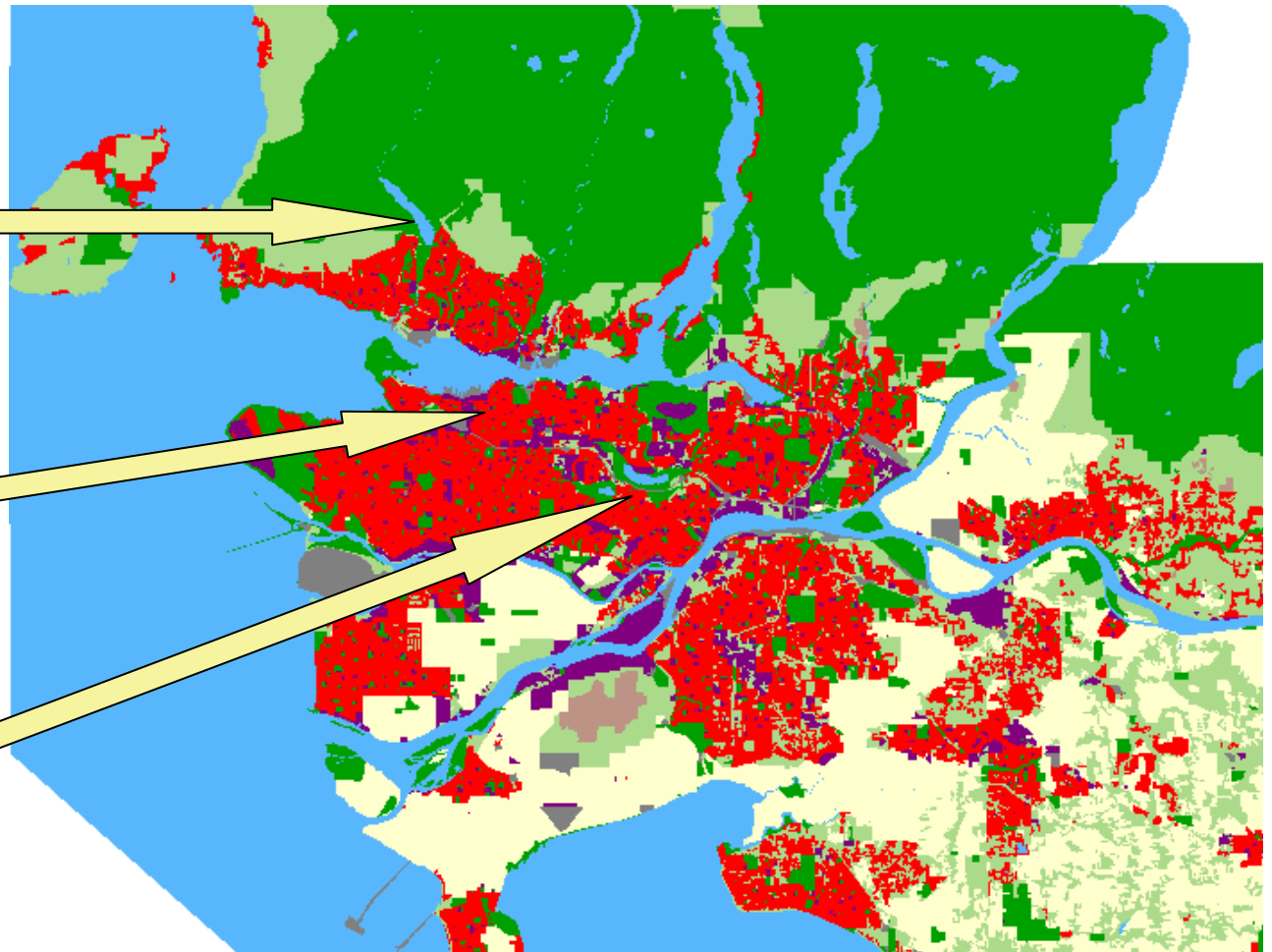
# What we know now (Complexity and self-organization: the new nomothetic)

Vancouver

Mountains—  
Physical constraint  
on development

Original transcontinental  
rail terminal

**Generic process of  
land use change**



## The Main Points:

Cities can be understood as complex, self-organizing systems.

This allows us to explore their possible futures and perform what-if experiments.



# The New Nomothetic Approach

Focus on *process*

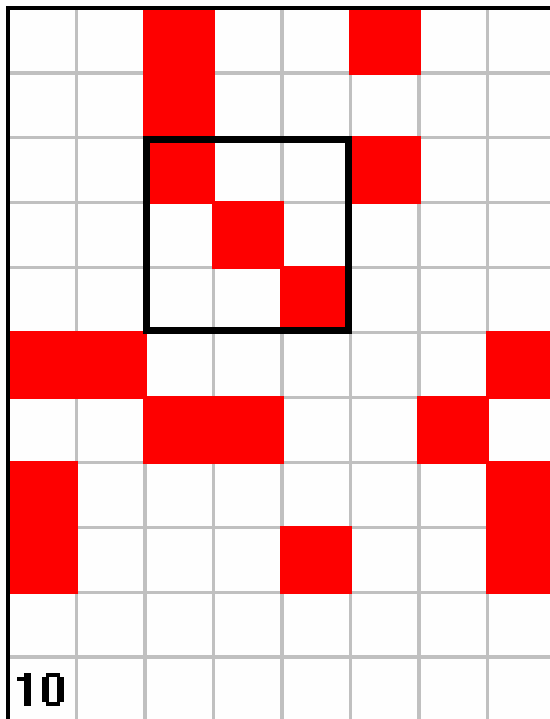
Use *algorithms*.

Algorithms are a *performance* of a process  
in a computer.



Land use is the key: everything comes together on the ground.

# A simple algorithm— The cellular automaton

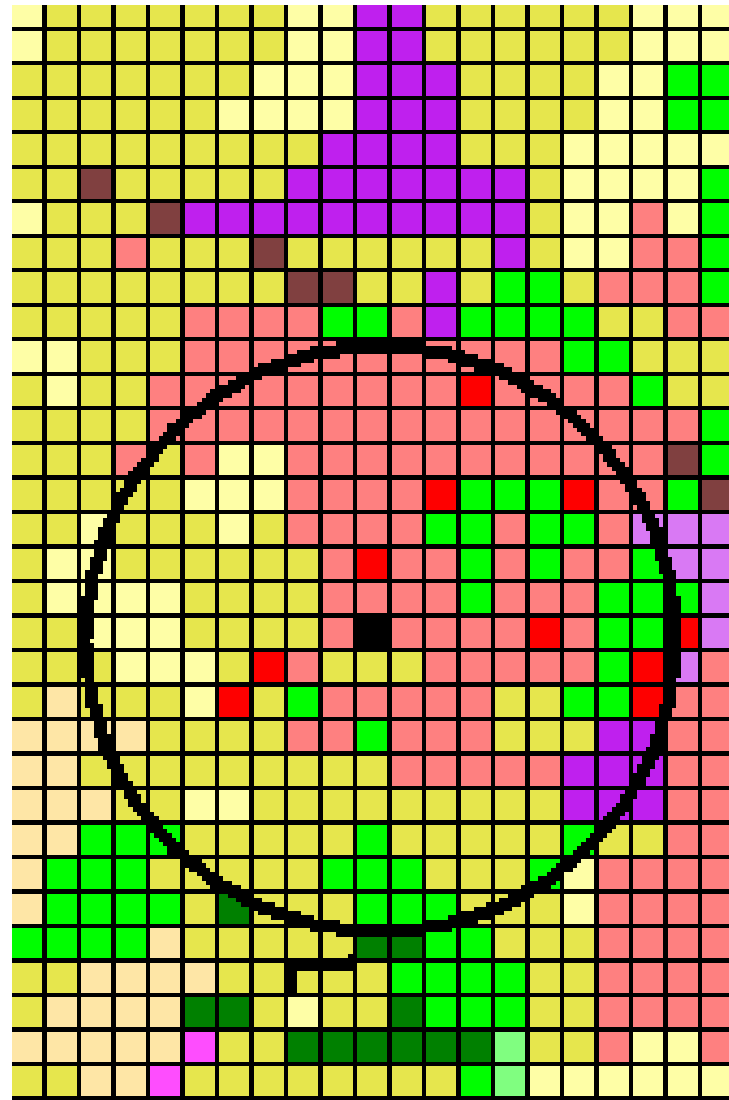
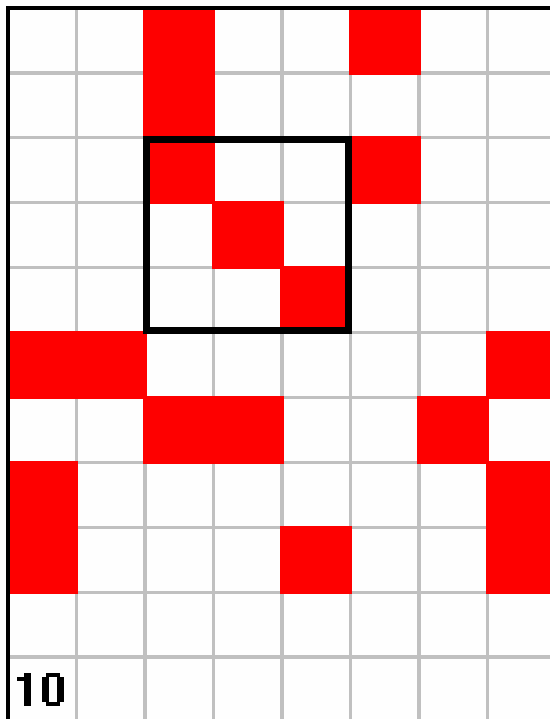


## Rules:

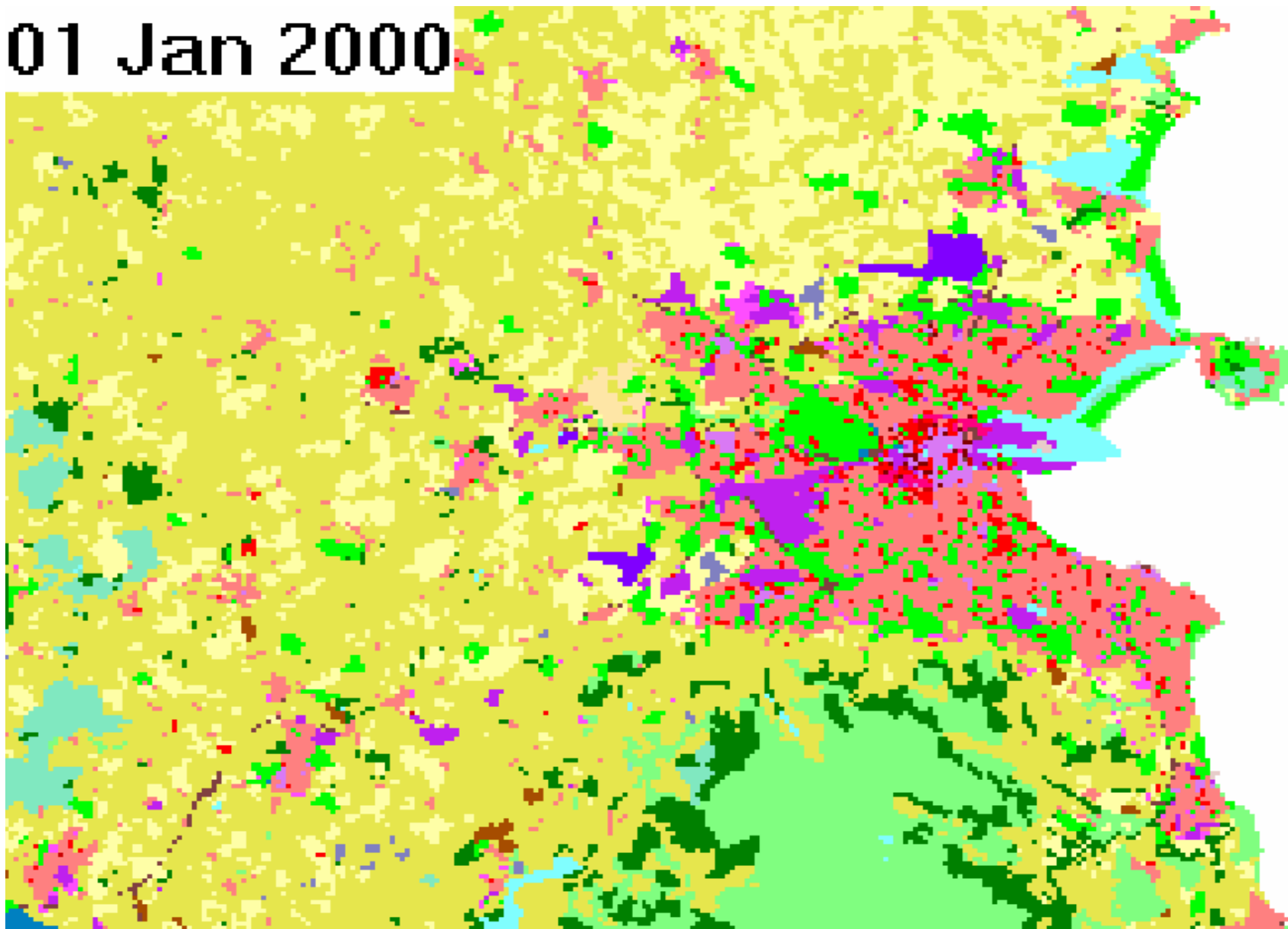
If a cell is red, it stays red if there are two or three red cells around it. Otherwise it turns white

If a cell is white, it stays white unless there are exactly three red cells around it.

# A more realistic algorithm

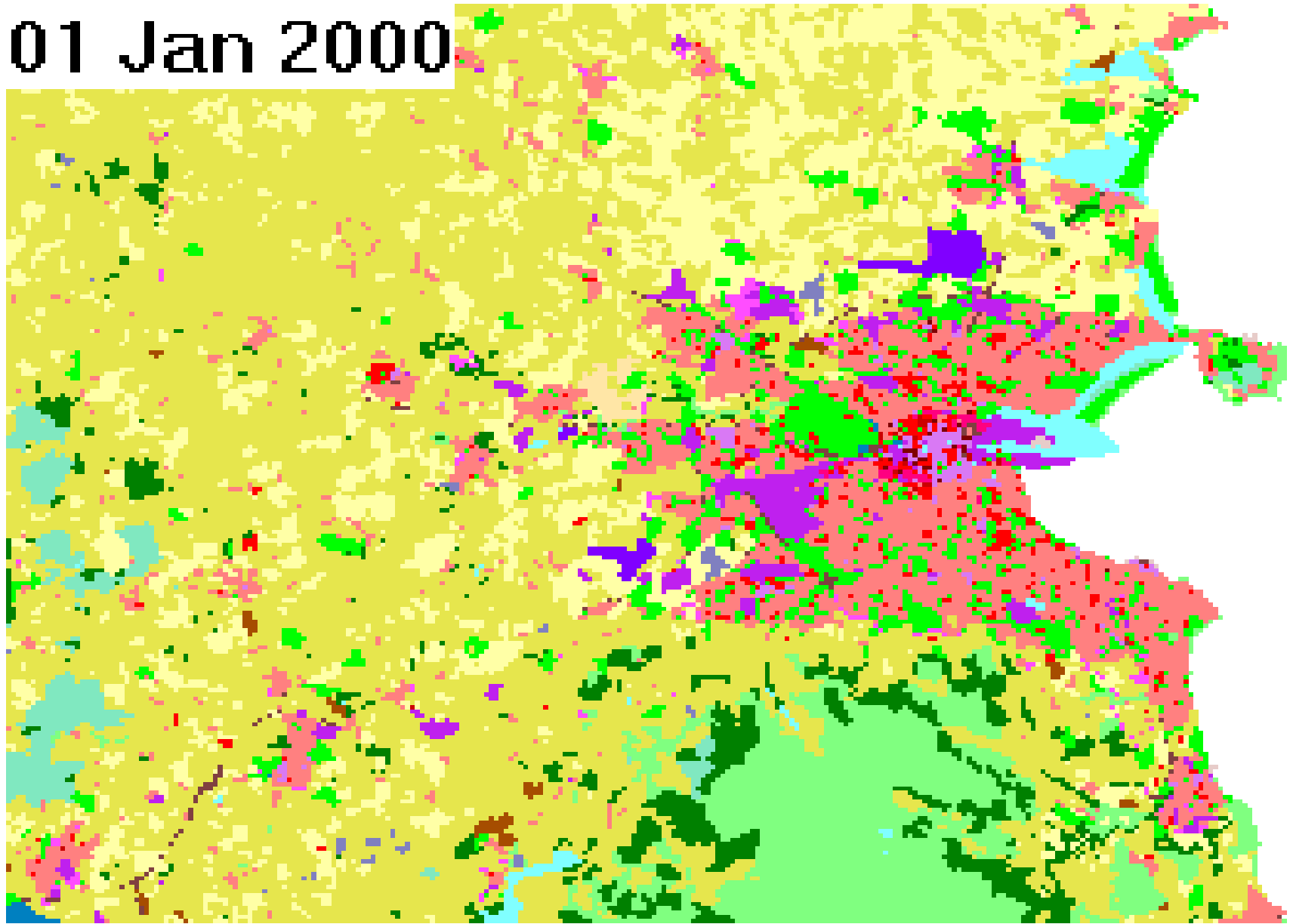


01 Jan 2000



*Credit.* Land Management Unit of the Joint Research Centre of the European Commission

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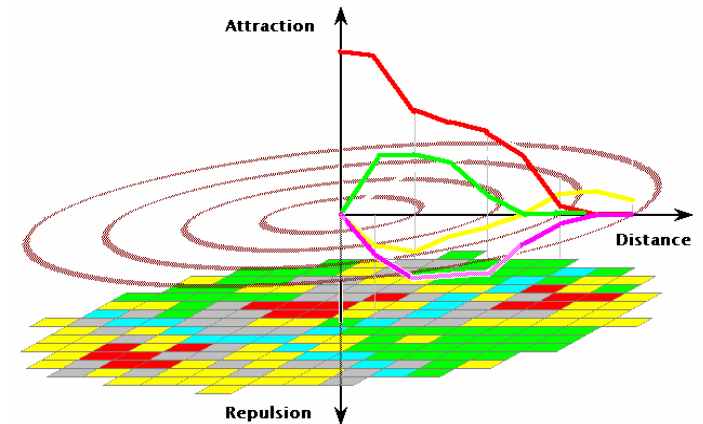


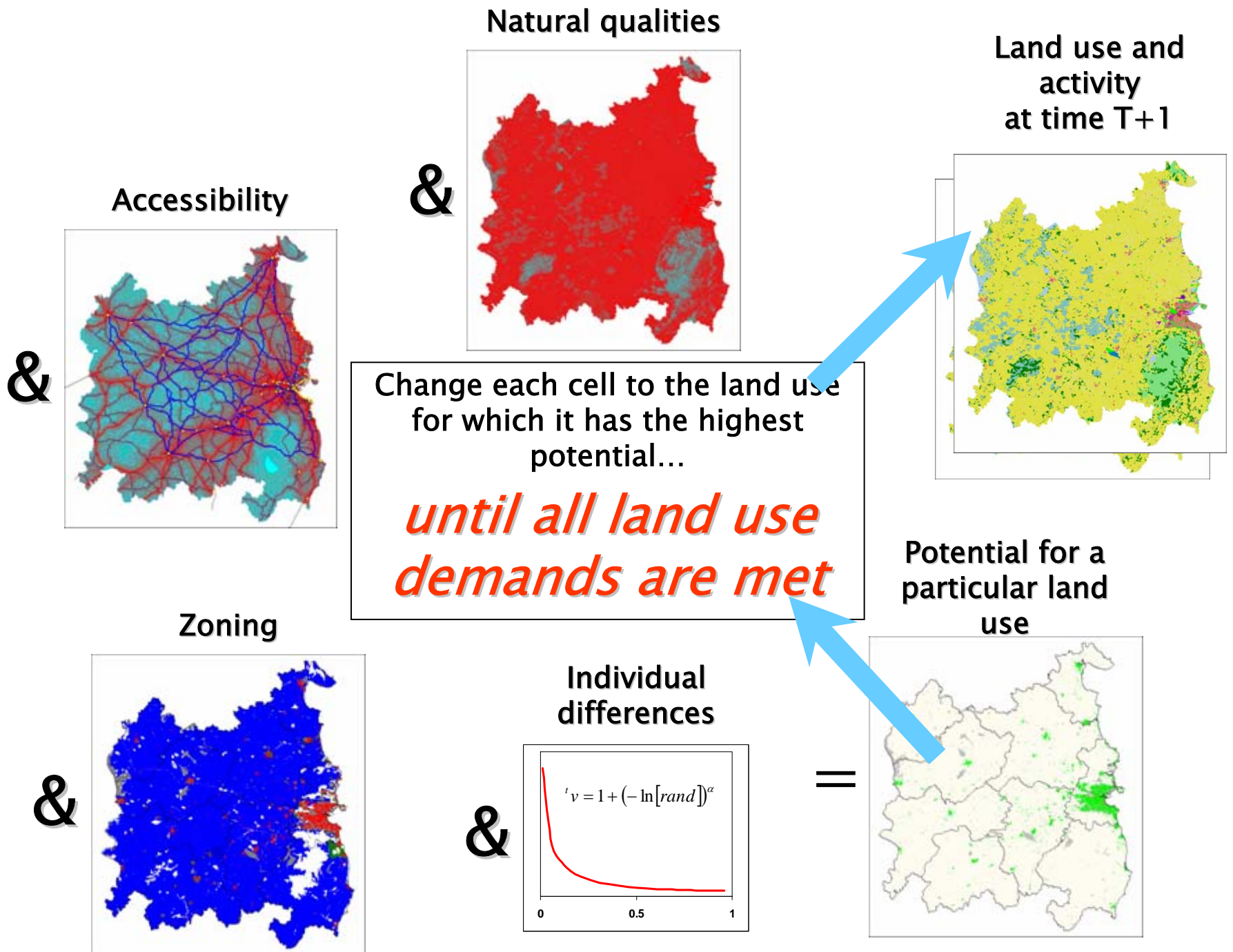
*Credit.* Land Management Unit of the Joint Research Centre of the European Commission

# The Neighbourhood Effect

The neighbourhood effect expresses

- ***repulsion and attraction*** between pairs of land uses
- ***Agglomeration effects***
- ***Inertia***

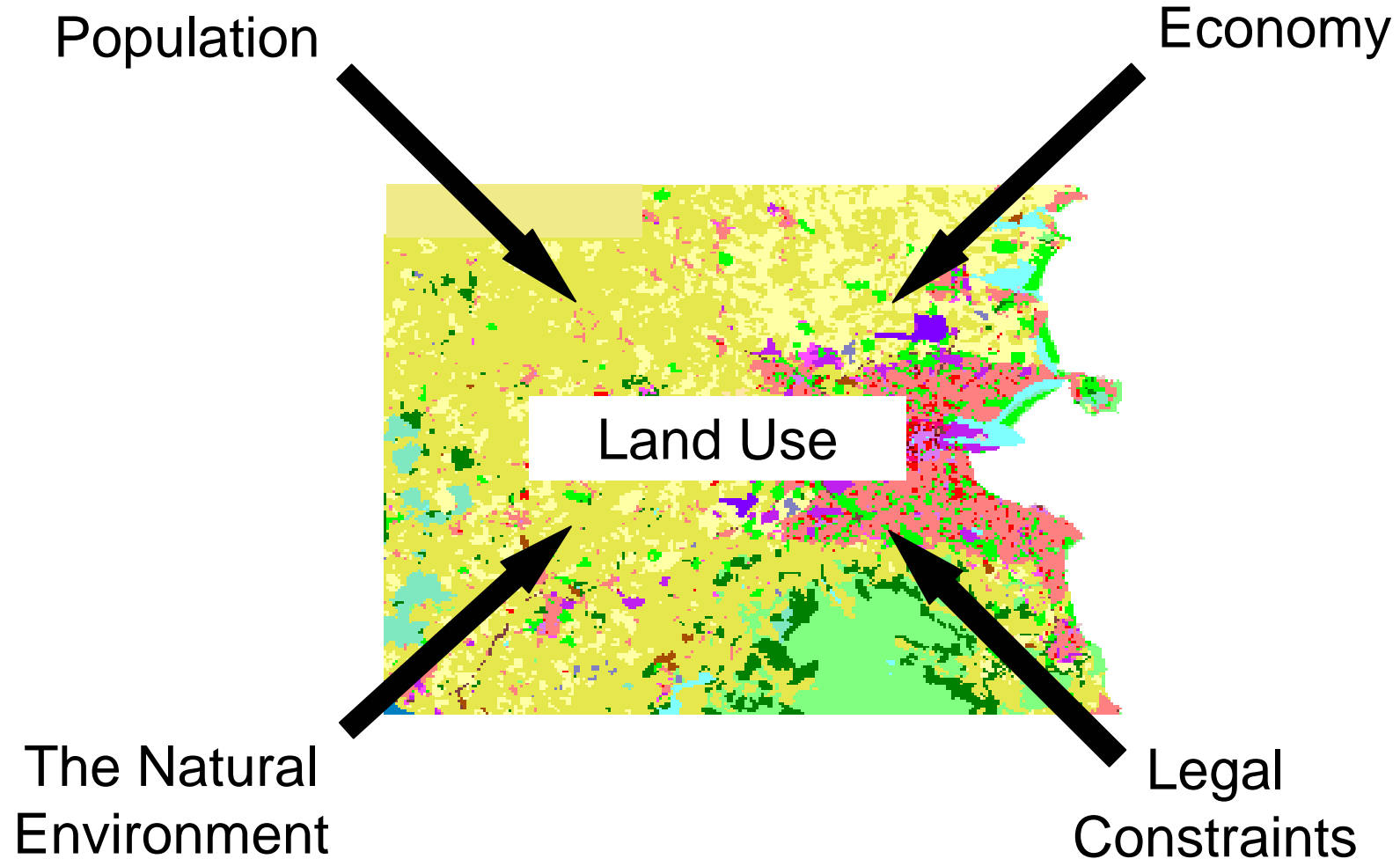




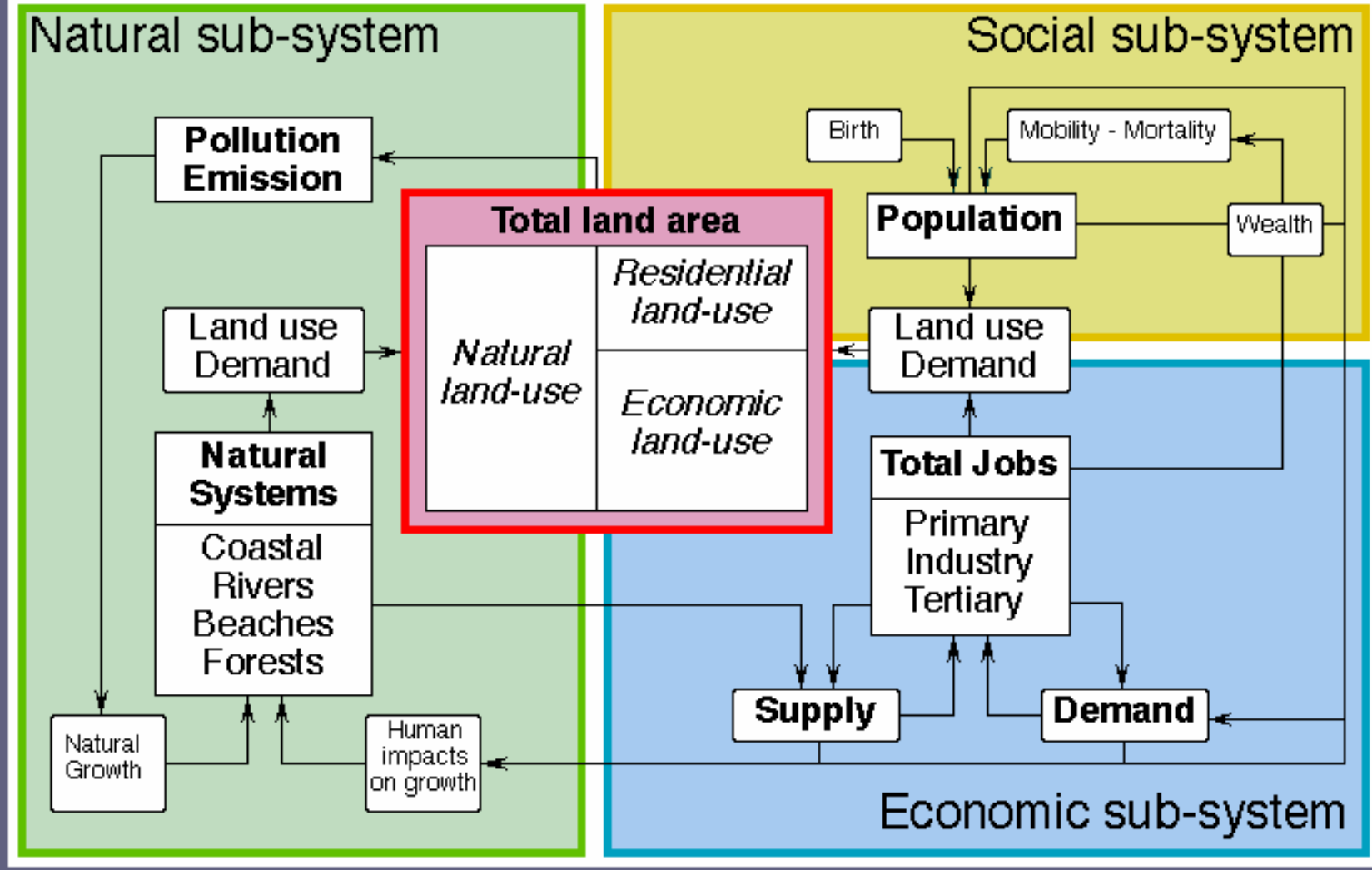


*until all land use  
demands are met*

# Land Use Is an expression of activity



# Integrated Model



# A city is a complex, self-organizing adaptive system.

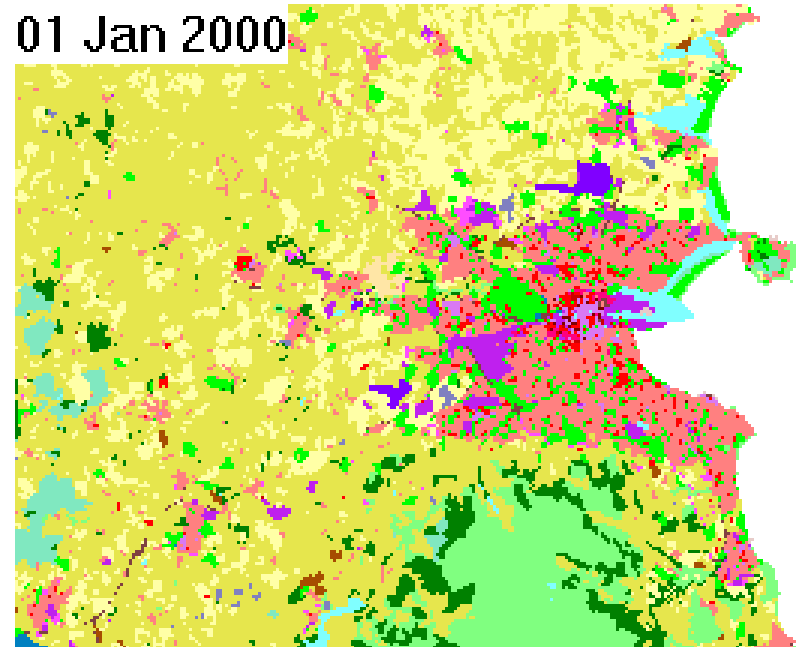
Two signatures of complexity are present:

**The patterns are**

***(1) fractal***

***(2) non-deterministic***

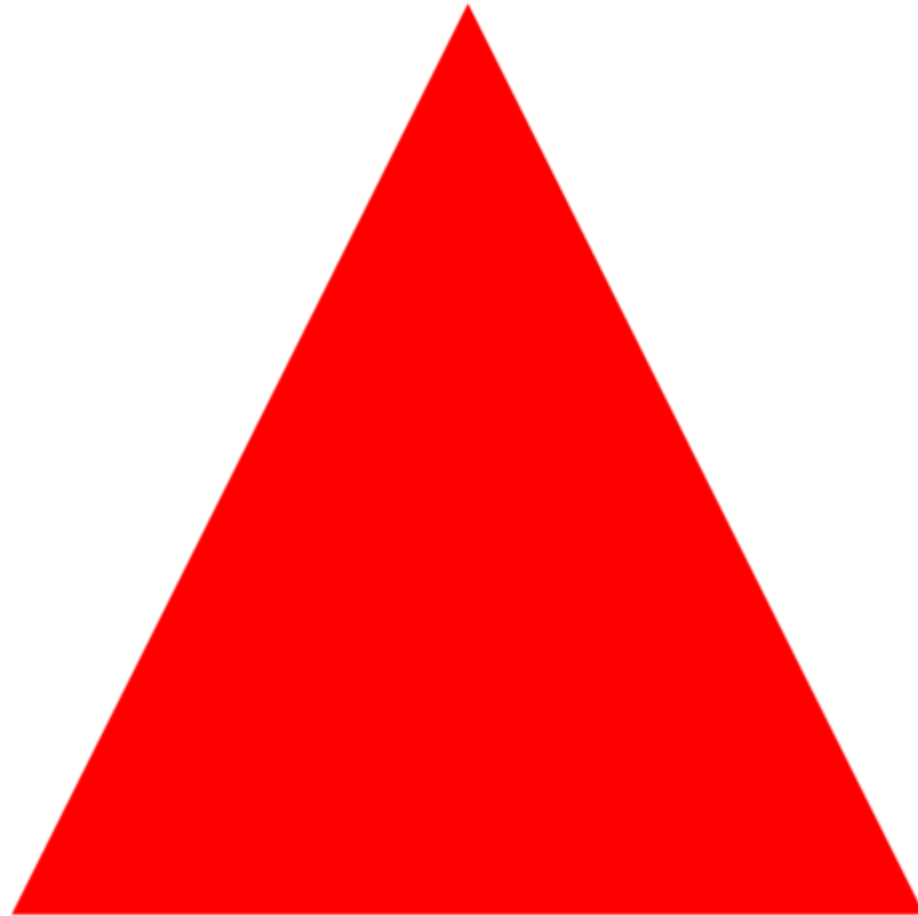
01 Jan 2000



# Fractals

Fractals are very complicated forms that have the same form at all scales.

# A Mathematical Fractal



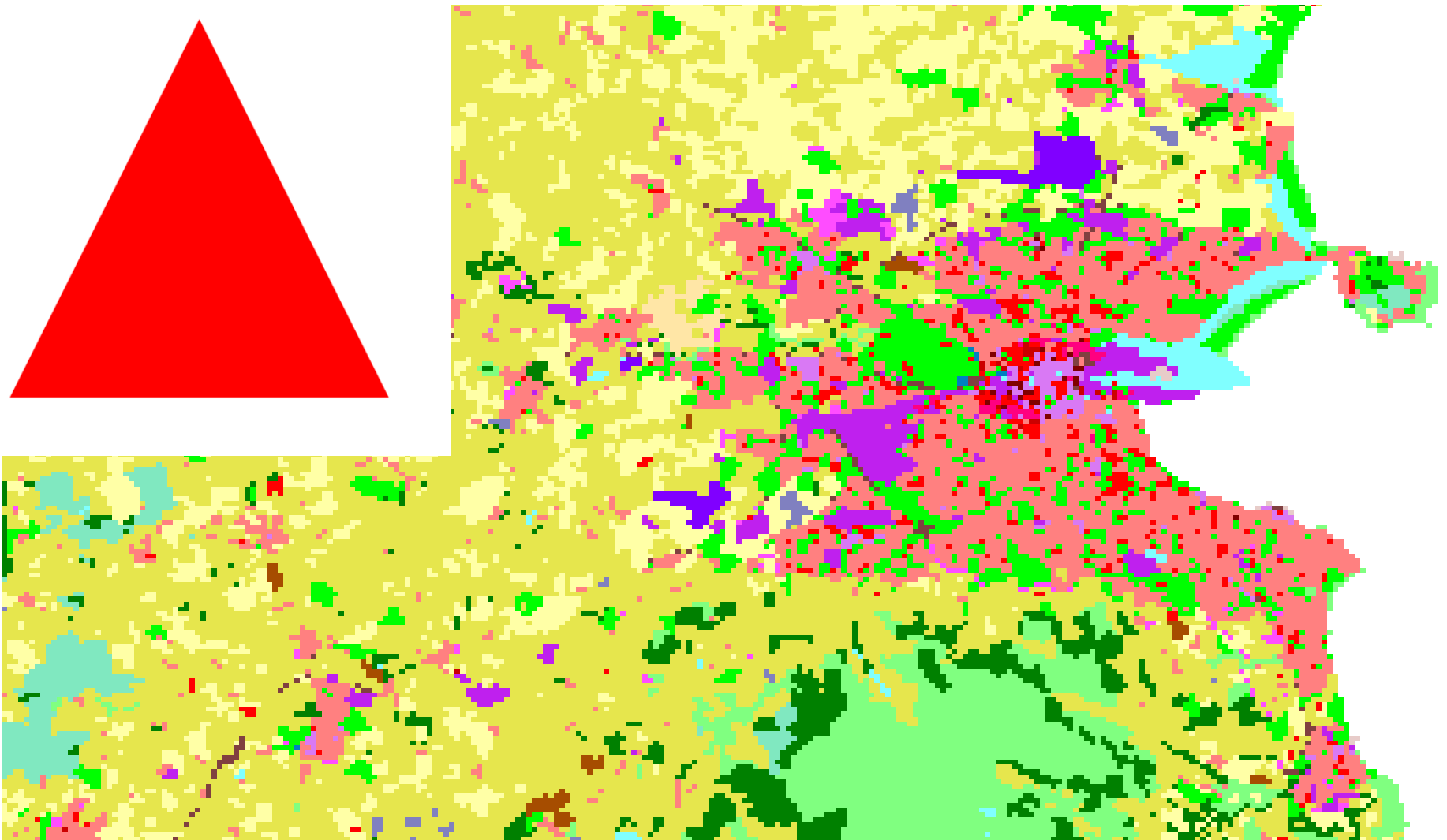
# Natural Fractals

- a shoreline with many bays
- river systems
- trees
- broccoli





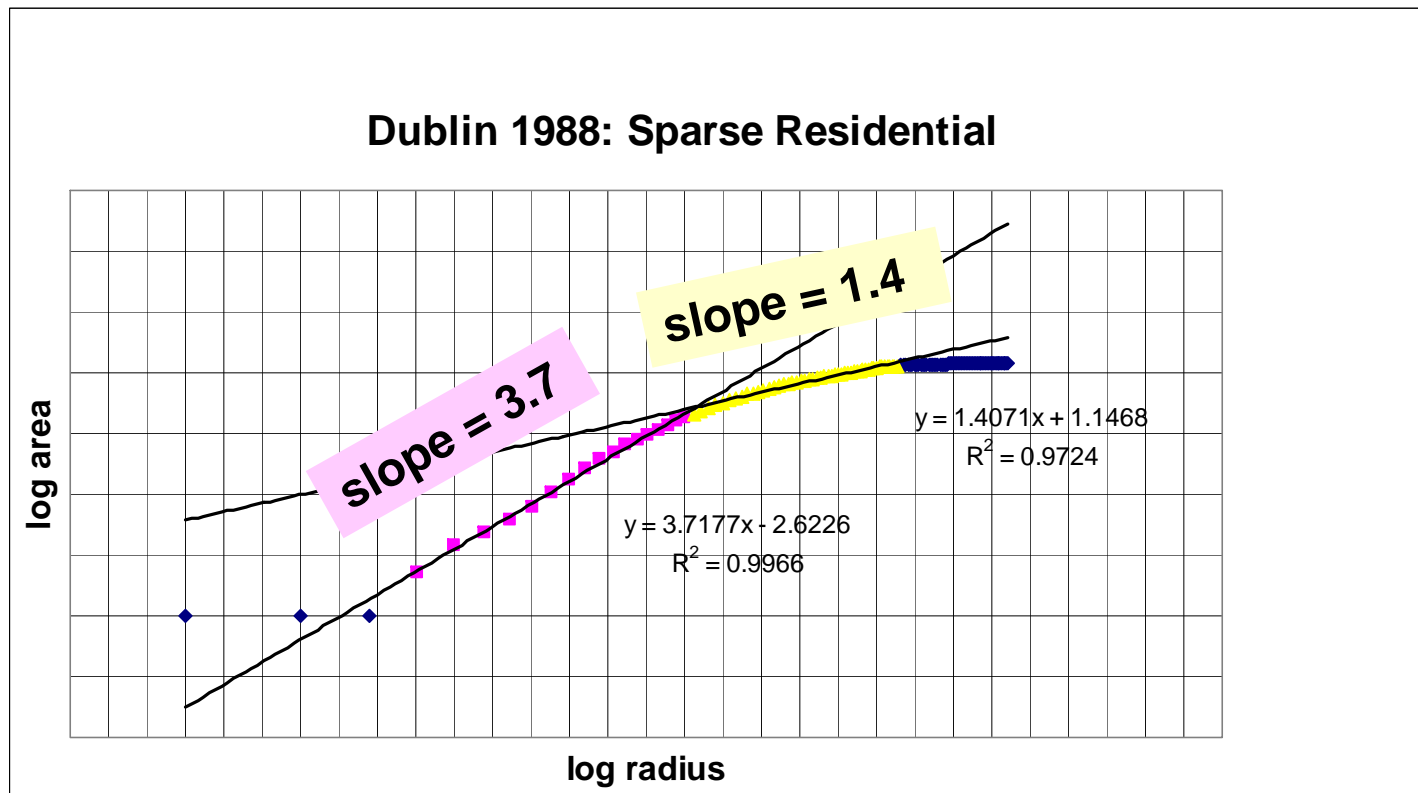
# Urban land use patterns are fractals



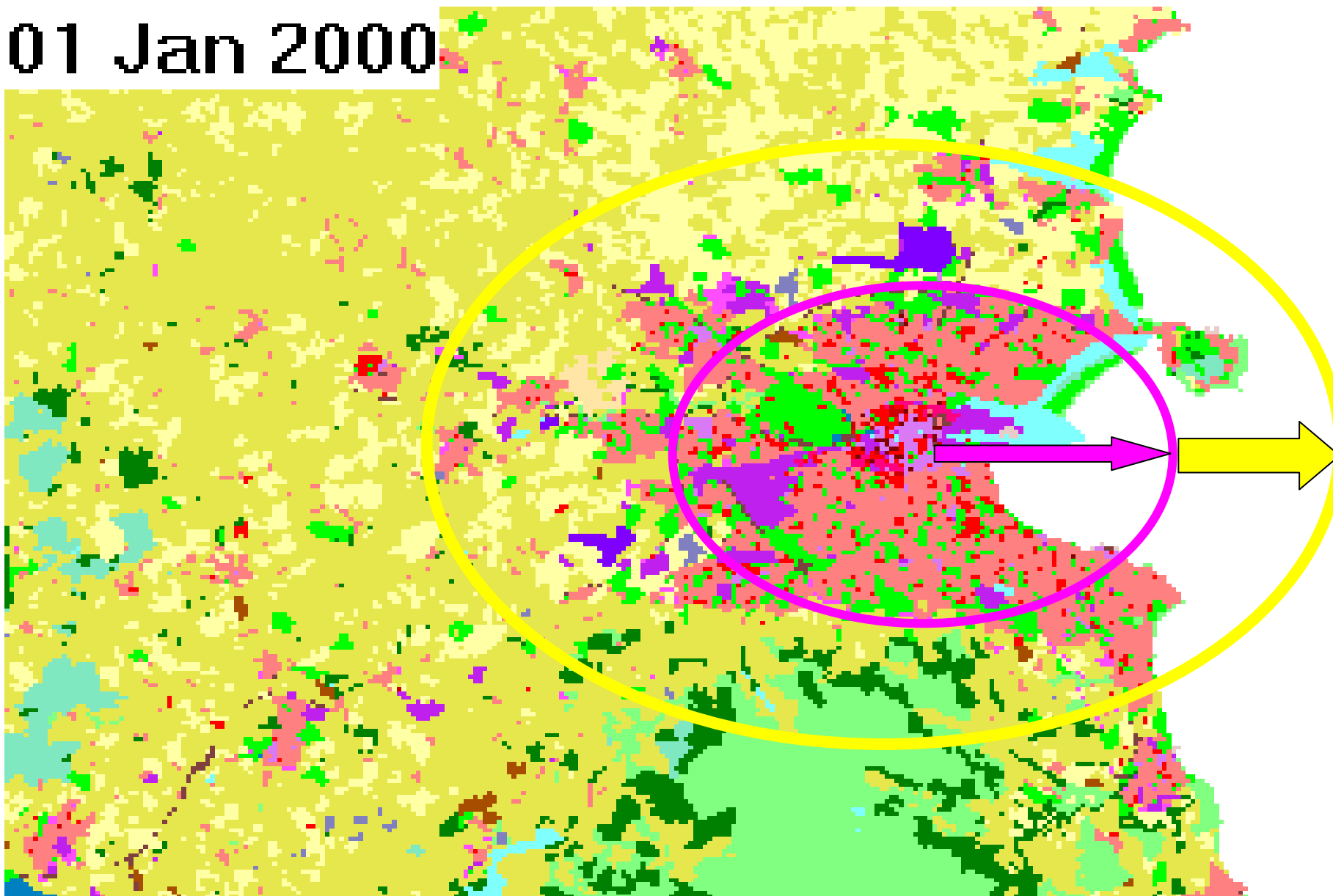
# Urban land use patterns are fractals:

- The ***area-radius relationship*** is a bi-fractal.
- The ***cluster size distribution*** is fractal.

# Radial dimension of sparse residential land use: Dublin



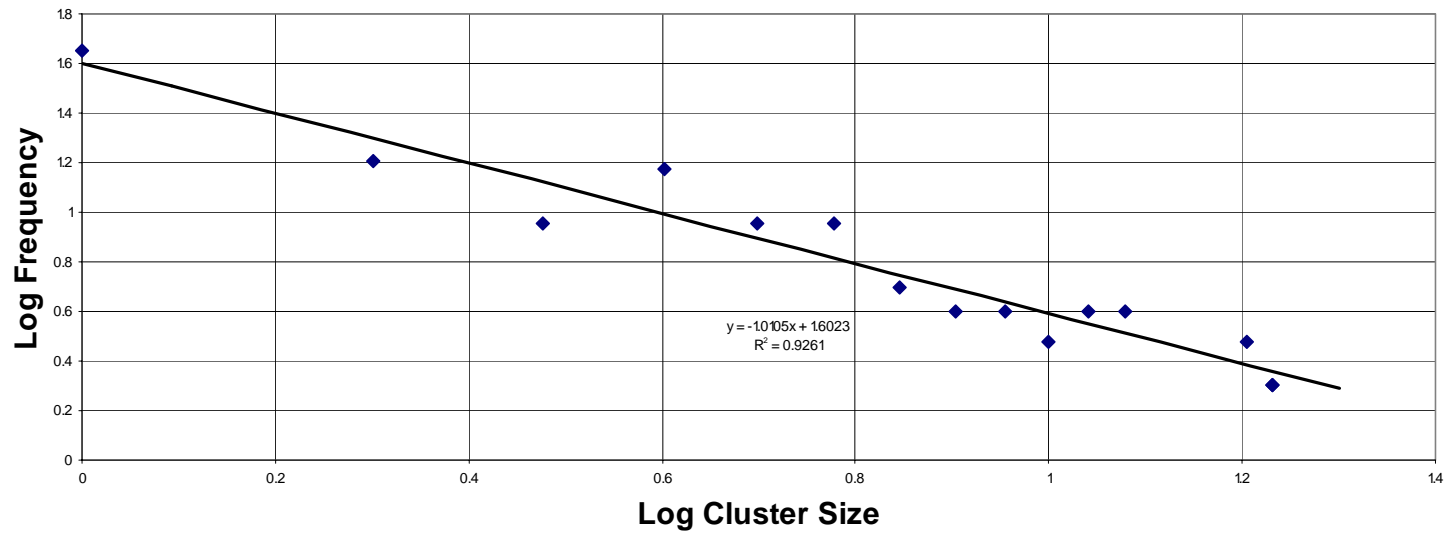
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# Cluster Size – Frequency Dimension: Dublin, 1988, Sparse Residential

## Cluster Analysis Dublin 1988: Sparse Residential



# Maintaining a linear cluster size – frequency relationship

**too few new clusters seeded:**

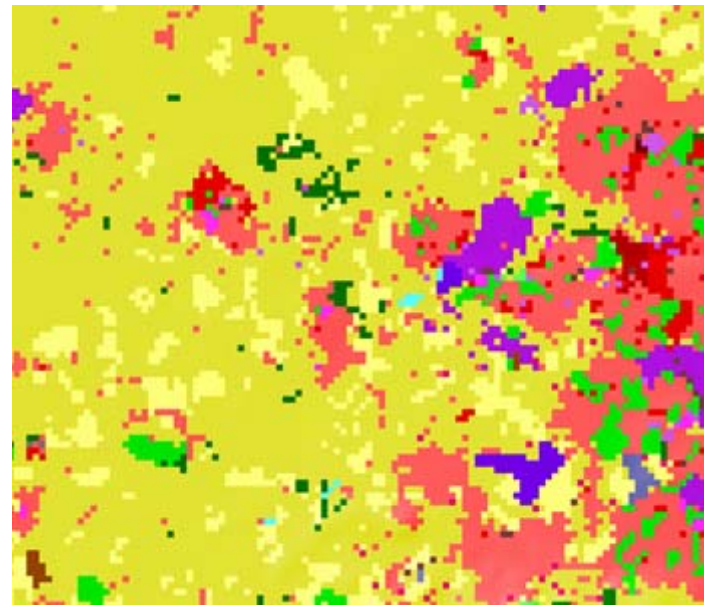
too few small clusters and too many large clusters



Low stochasticity

**sufficient new clusters seeded:**

many small clusters, only a few large clusters



High stochasticity

# New clusters



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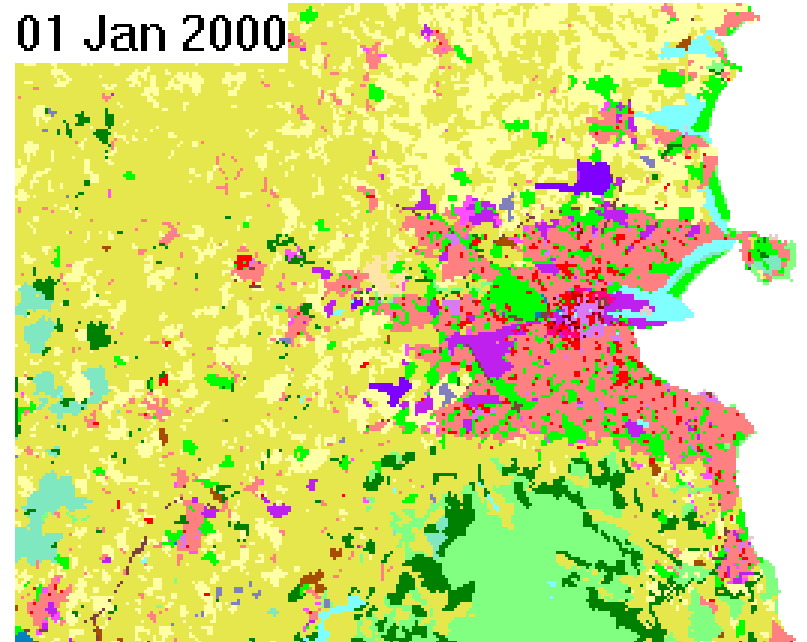
- Cities change in many ways, but these fractal dimensions do not.
- This gives us confidence in the models that generate them correctly:

# Non-deterministic, open futures

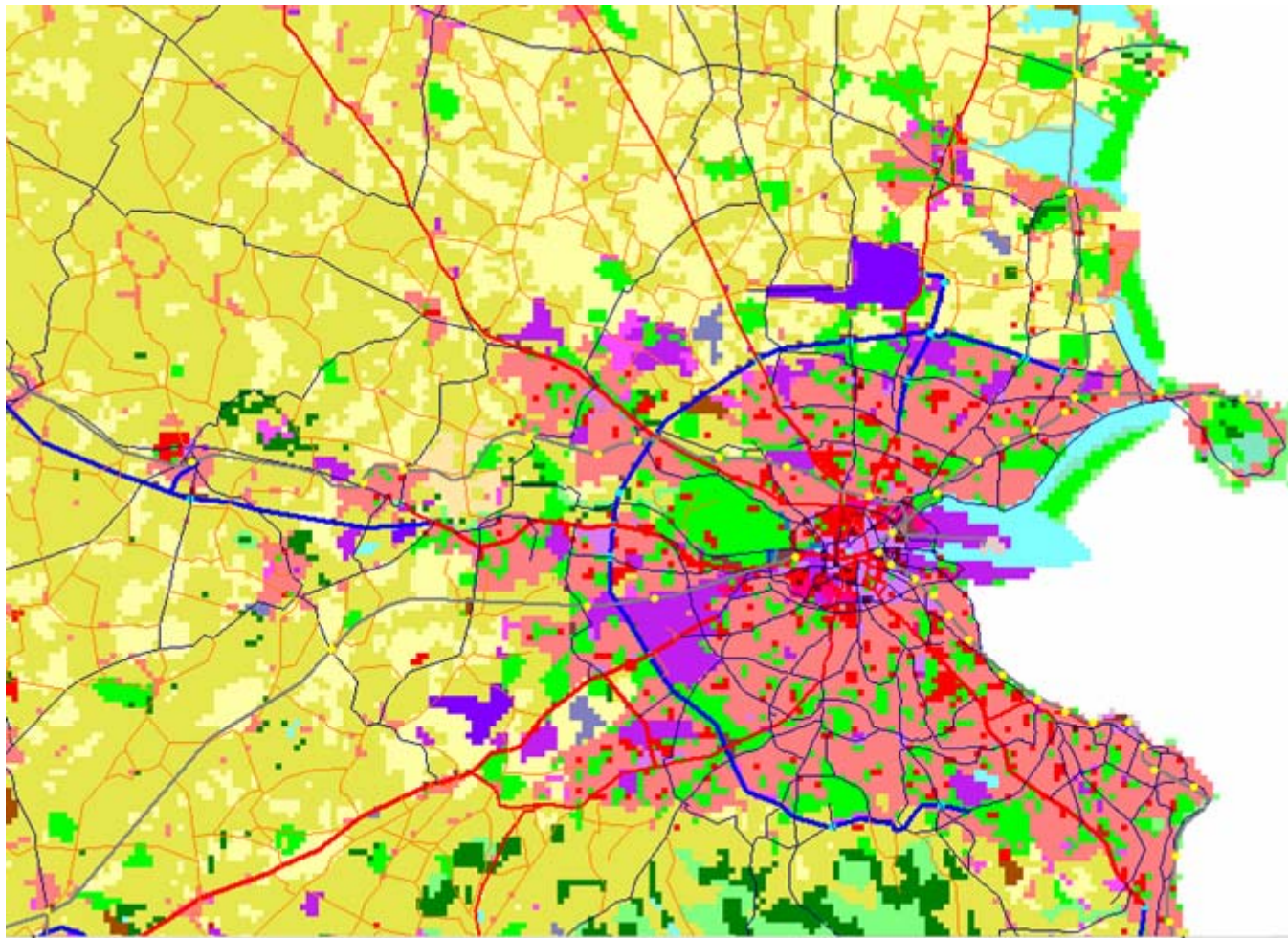
Model outcomes are non-deterministic because of

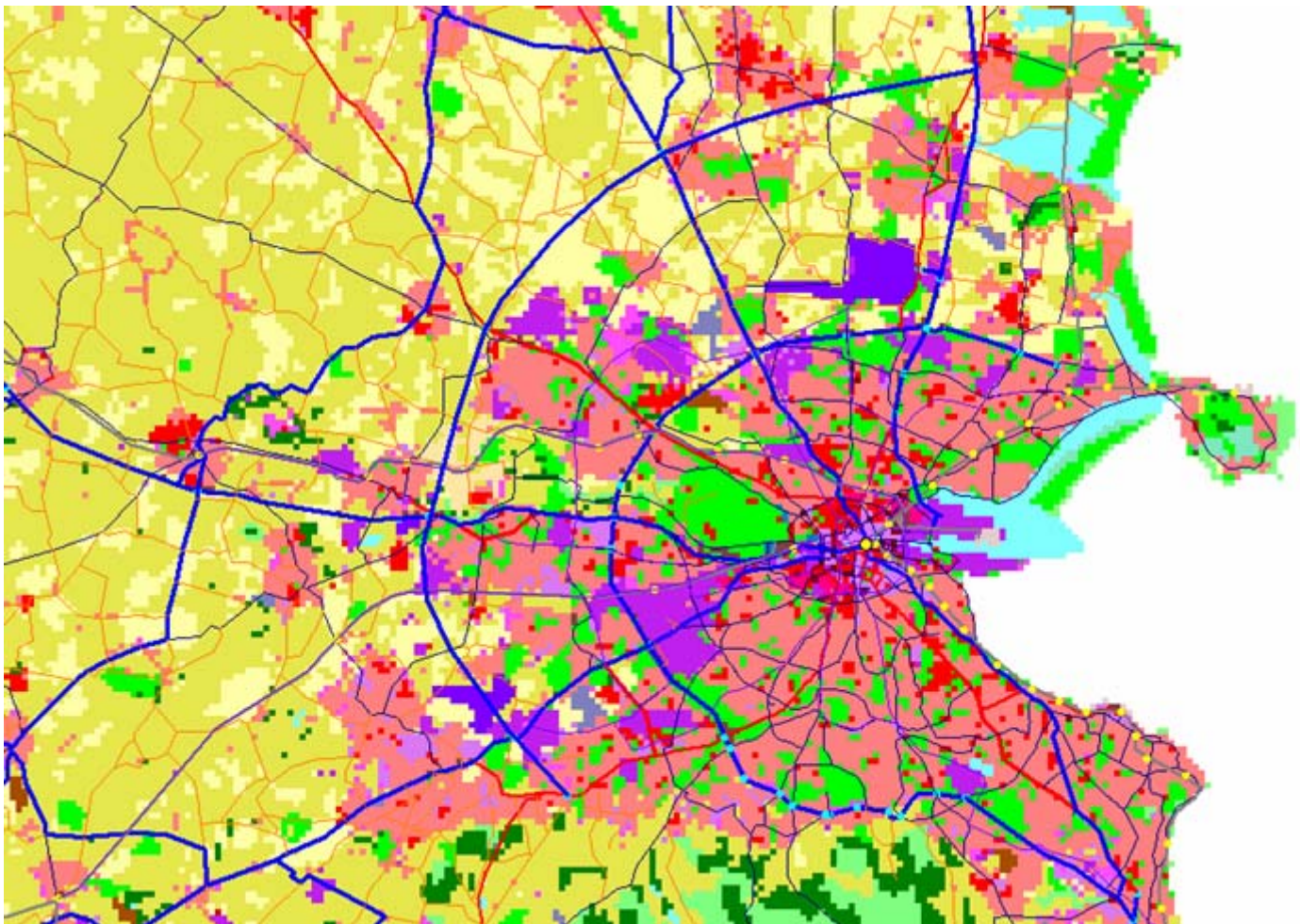
- stochastic perturbation
- non-linearity

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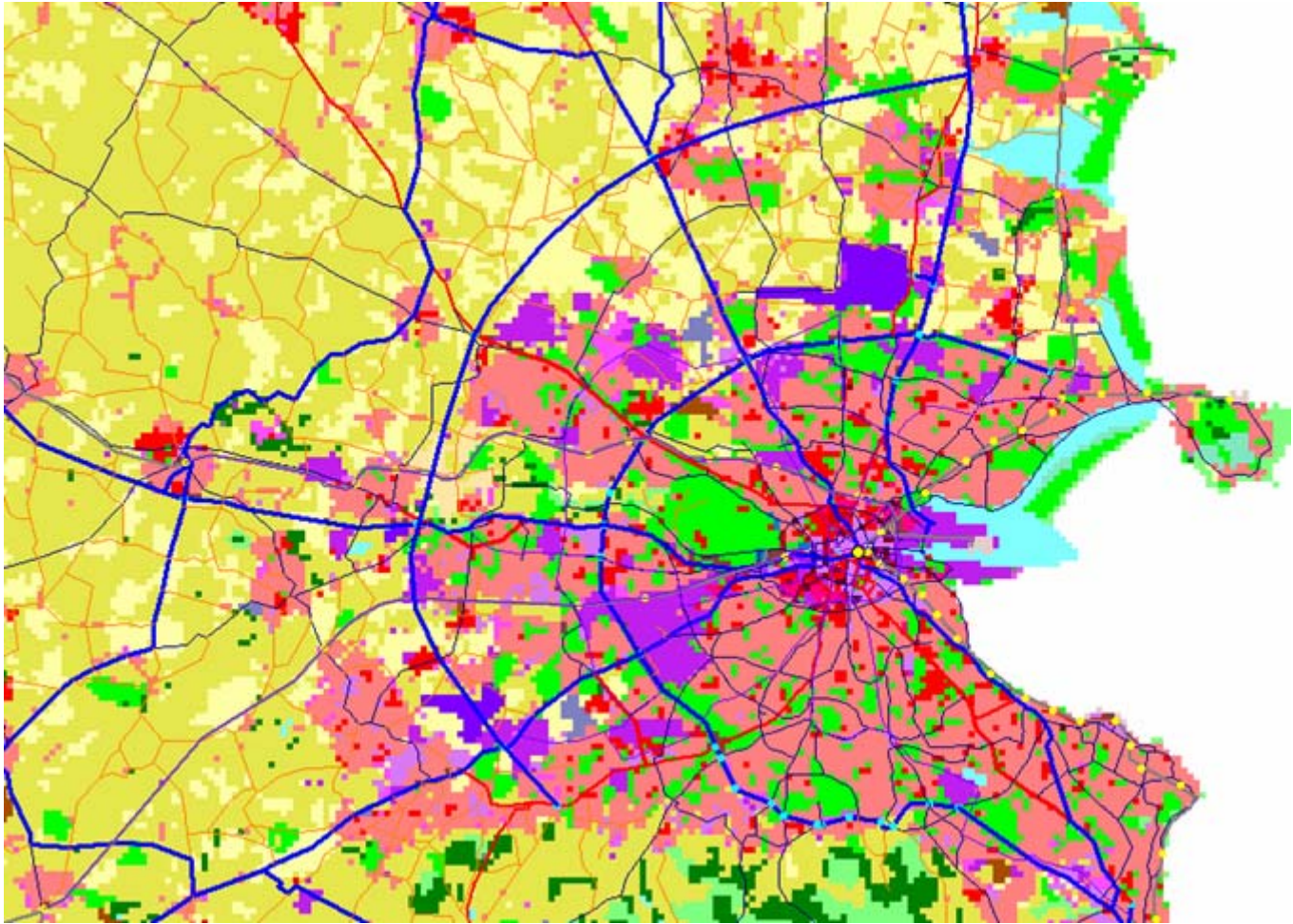






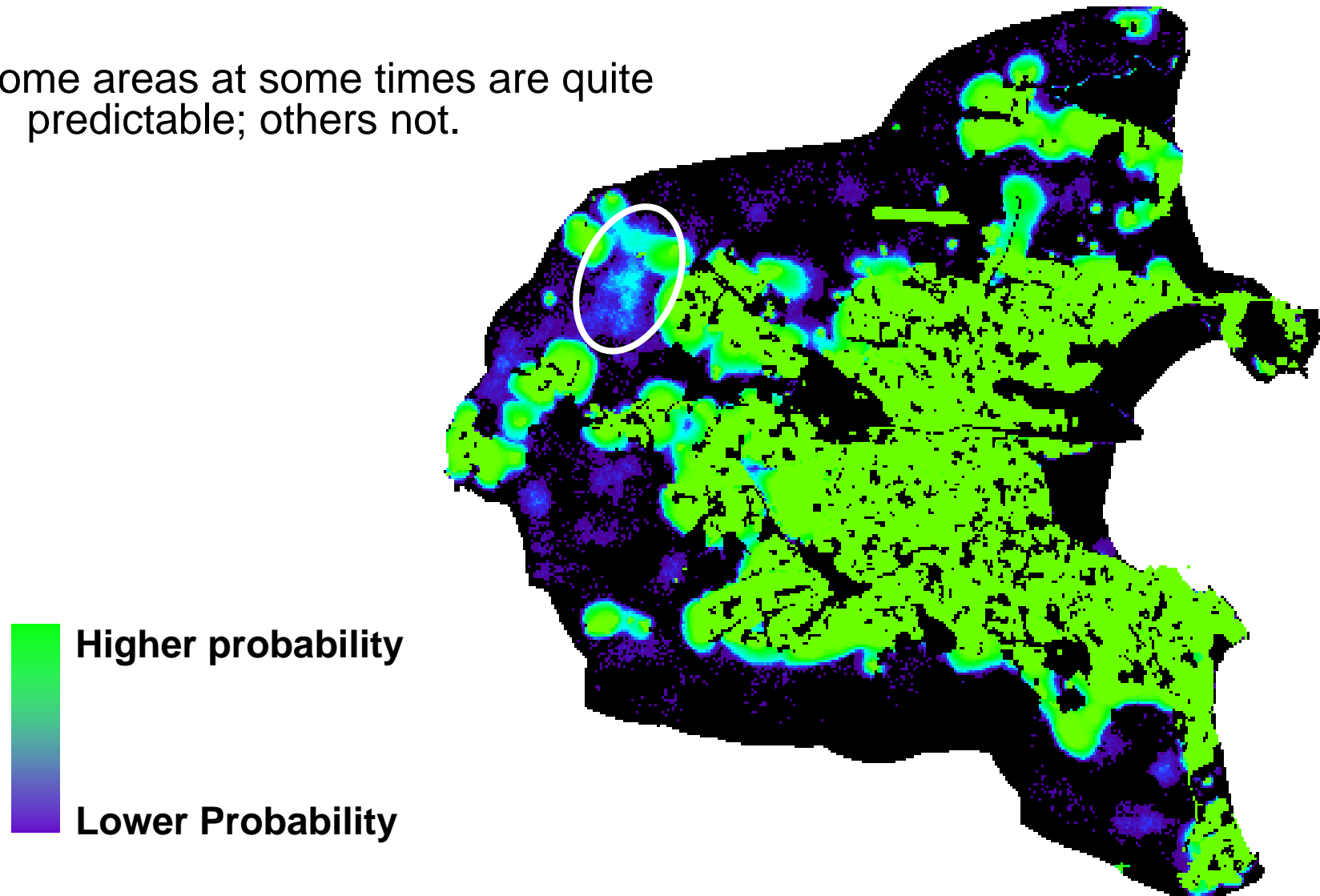






# Ten year Probability of Urban Development

Some areas at some times are quite predictable; others not.





## Non-deterministic, open futures:

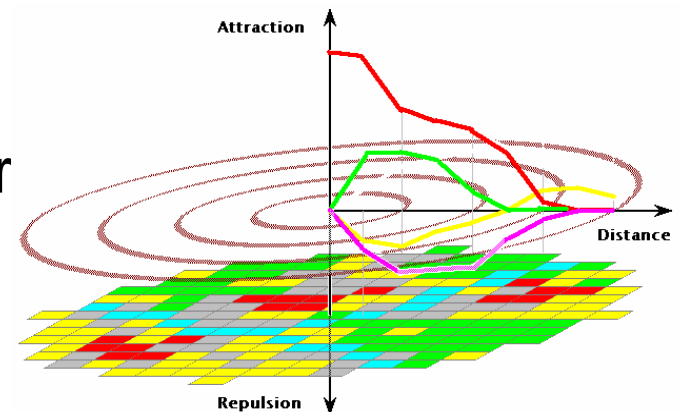
For both models and actual cities,

- Outcomes are non-deterministic because of
  - stochastic perturbations
  - non-linearity
- Some areas at some times are quite predictable; others not.
- General features like fractal dimensions are predictable.

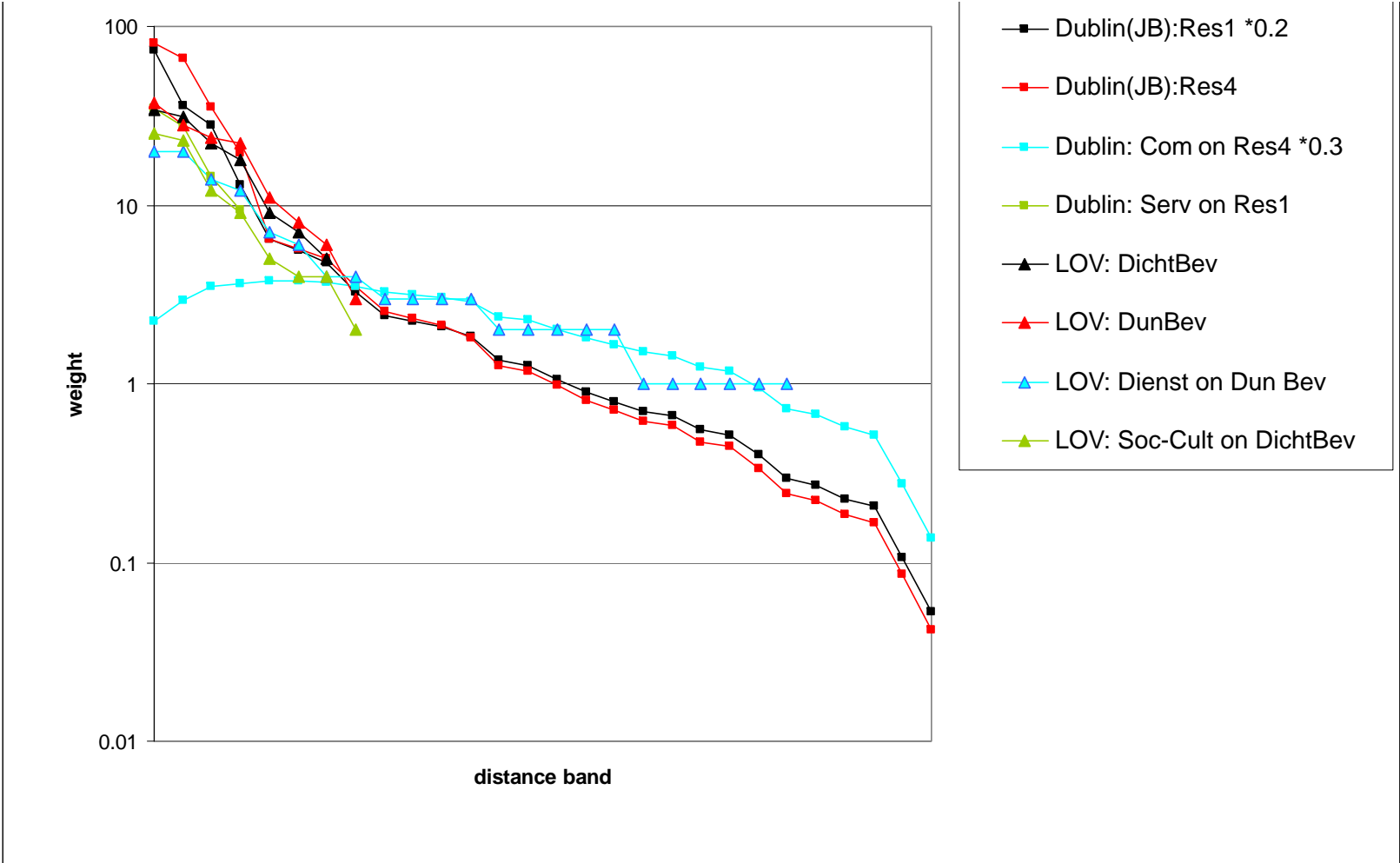
Universality

# Are the processes generating urban and regional structure universal?

- The same model can be successfully applied to
  - different places
  - different scales.
- The calibrated parameter values tend to be very similar in the different applications.
- In particular the calibrated weights for evaluating the neighbourhood are similar across applications.



# Selected neighbourhood weights for residential land uses Dublin and The Netherlands



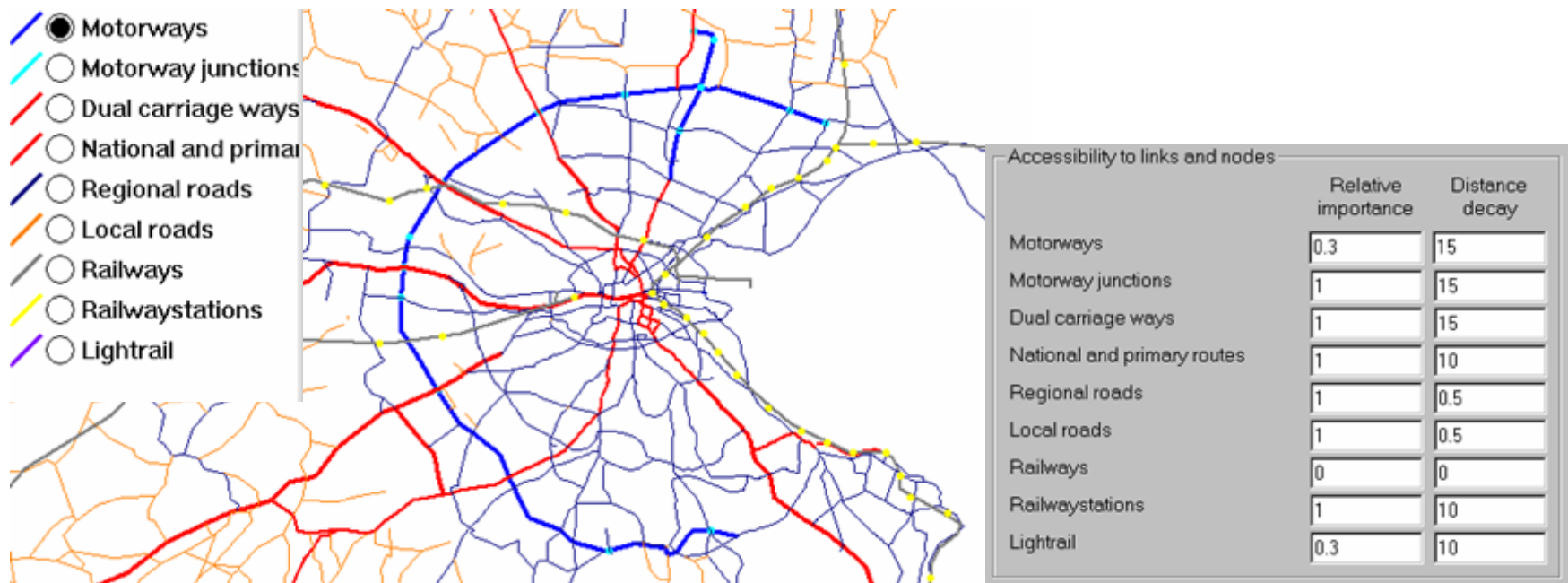
# Applications

Use the models to experiment with the future:

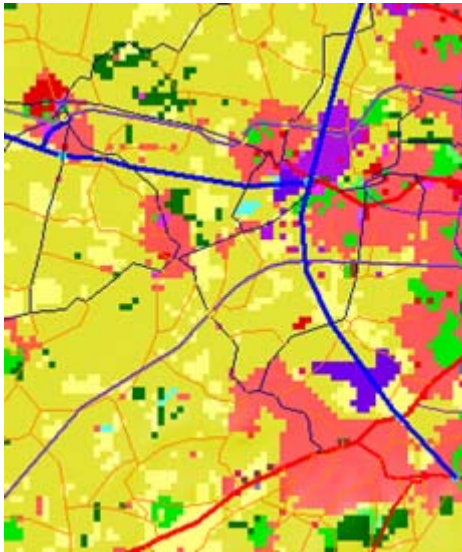
- Explore various scenarios
- Test policy and planning options before they are implemented

# Network Accessibility

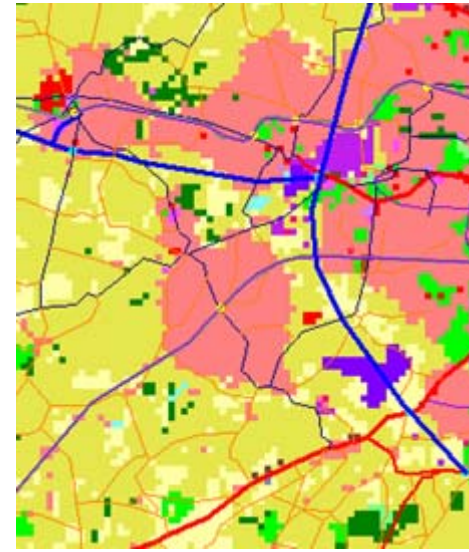
- Network weighting parameters
- Accessibility parameters



Changing the relative importance of network elements will shift land use toward the favoured elements:



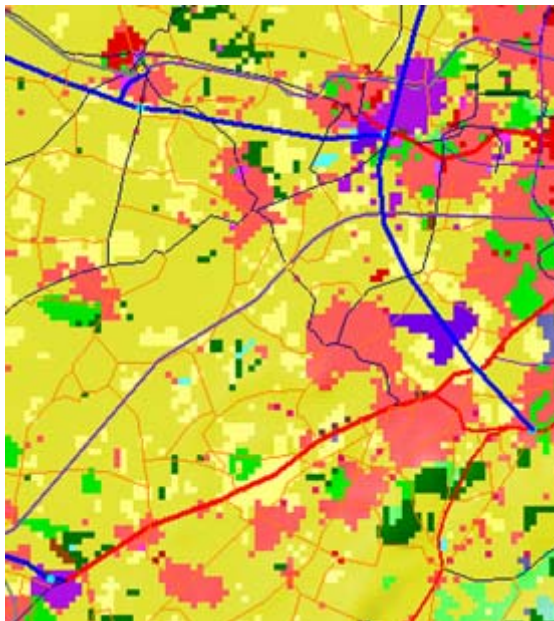
*Roads important*



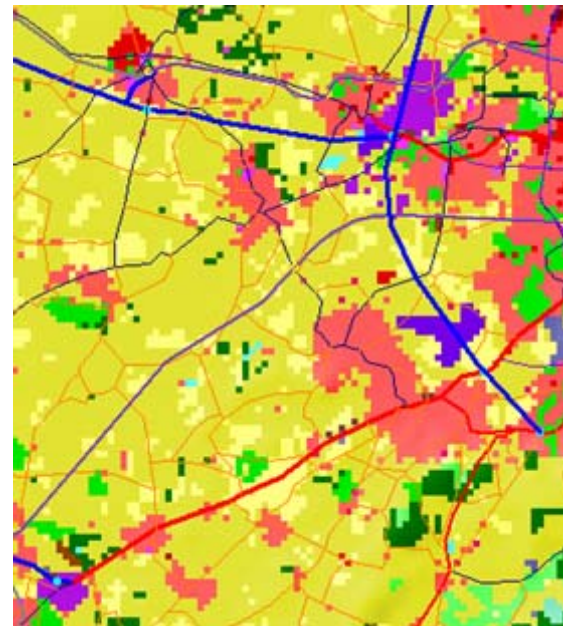
*Rail important*



Changing the desirability of access to the network will change locational patterns

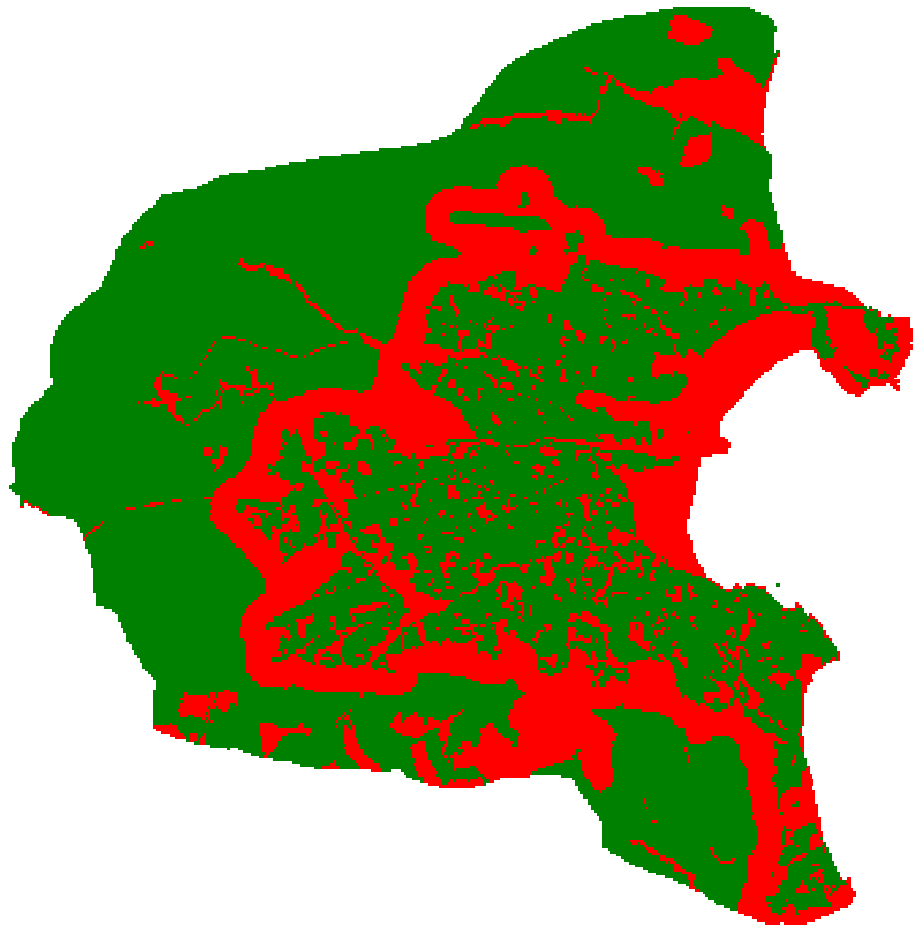


Lower desire to be near major roads





Higher desire to be near major roads

# Greenbelts

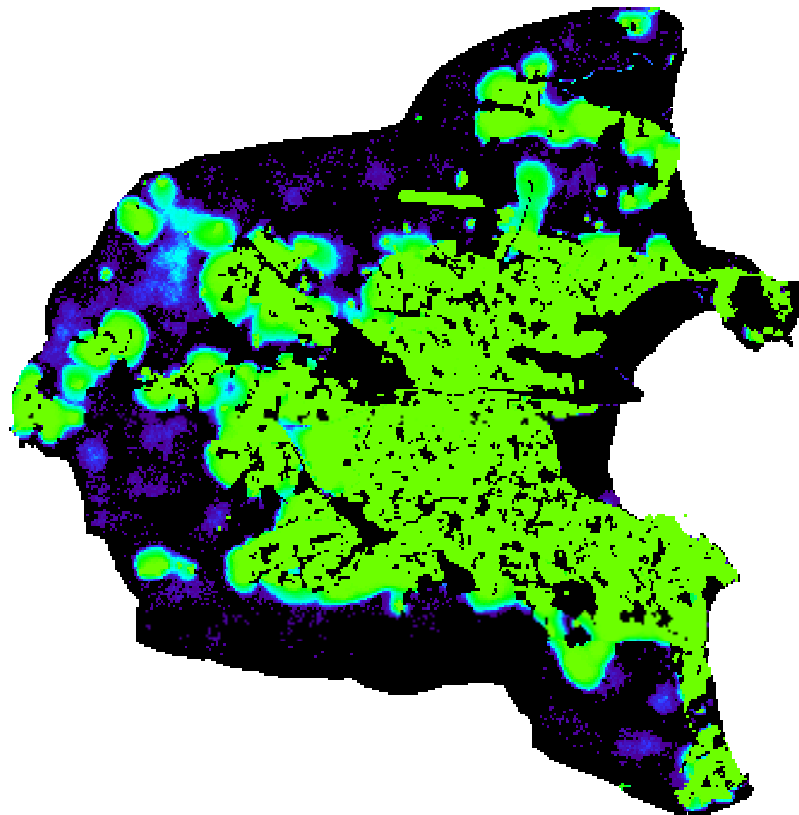


- Around existing urban land uses
- Around the City of Dublin only

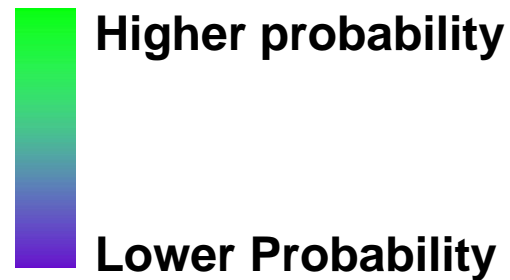
 Existing Urban Land / Free Establishment

 Establishment Forbidden

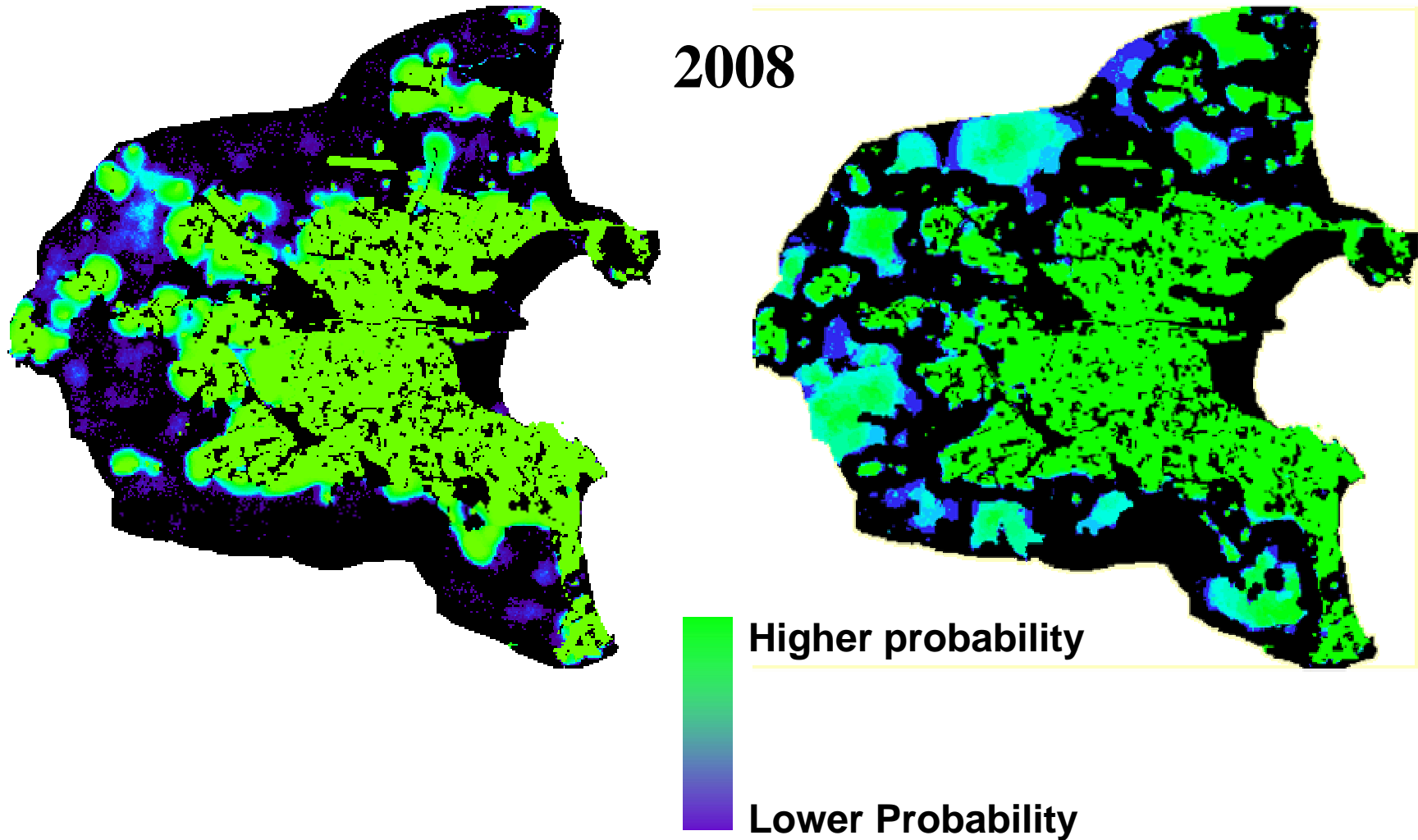
# Probability map of urban land uses: No Planning Constraints



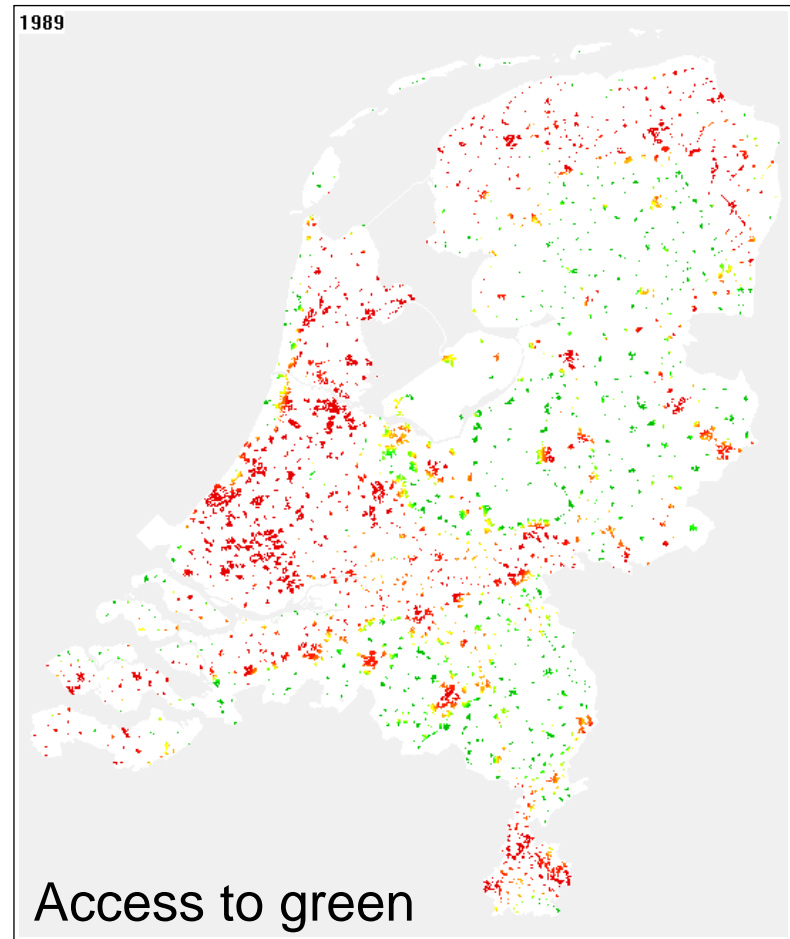
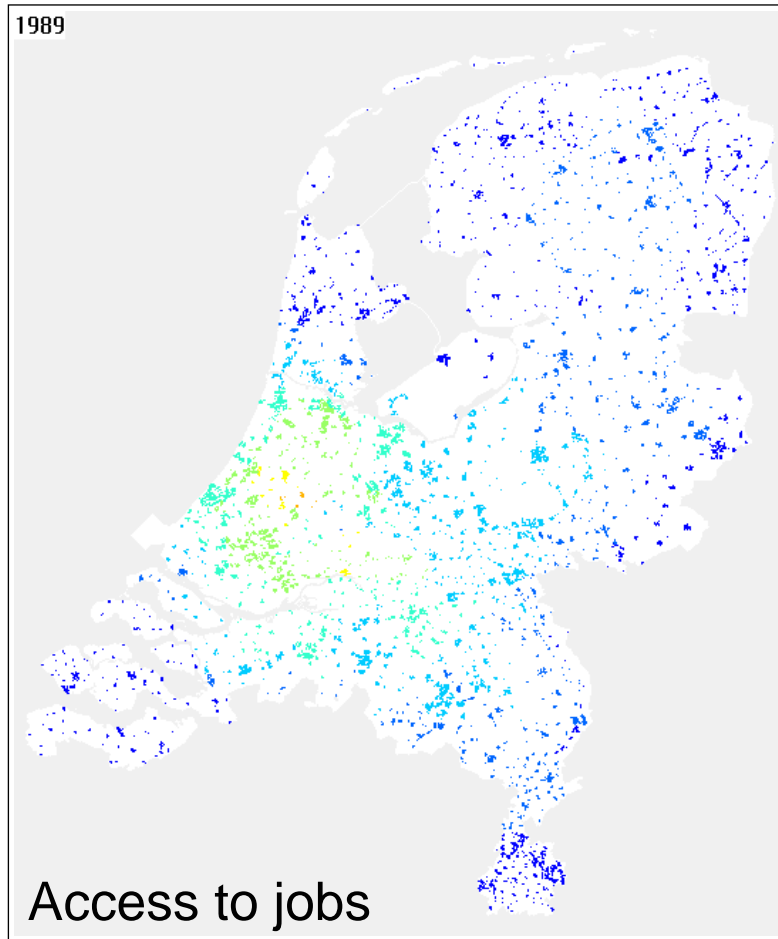
2008



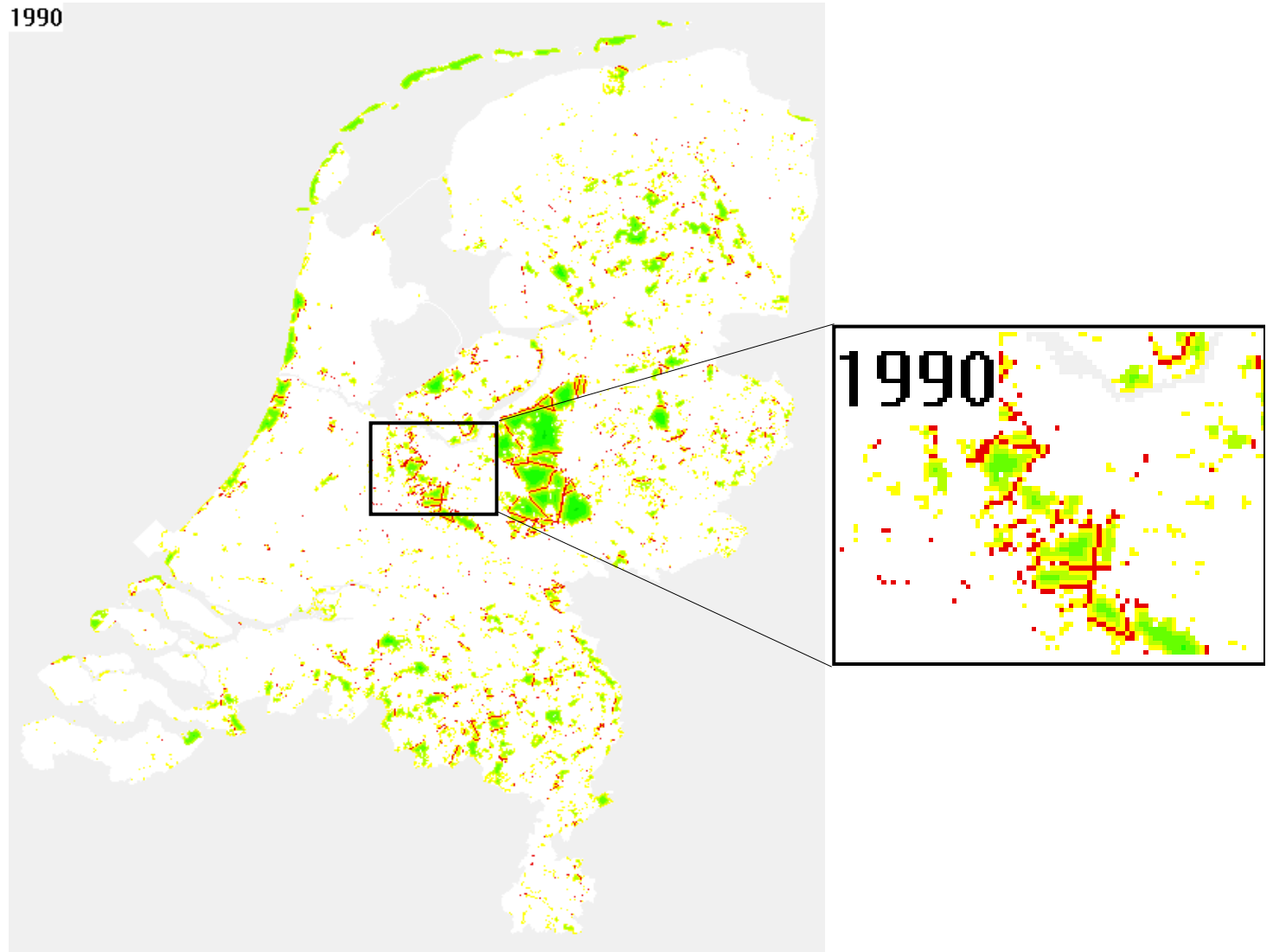
# No Planning Constraints *versus* Greenbelt Scenario



Various indicators are calculated from the land use and activity output.



These are dynamic



habitat fragmentation index

# Conclusions

- A city is constantly creating and re-creating itself.
- Complexity theory based modeling can help us understand this process.
- The models are also a tool for experimenting with various possible futures for the city.

Thank You