

Experimenting with cities, integrating Agent-Based Models and GIS: Applied to segregation

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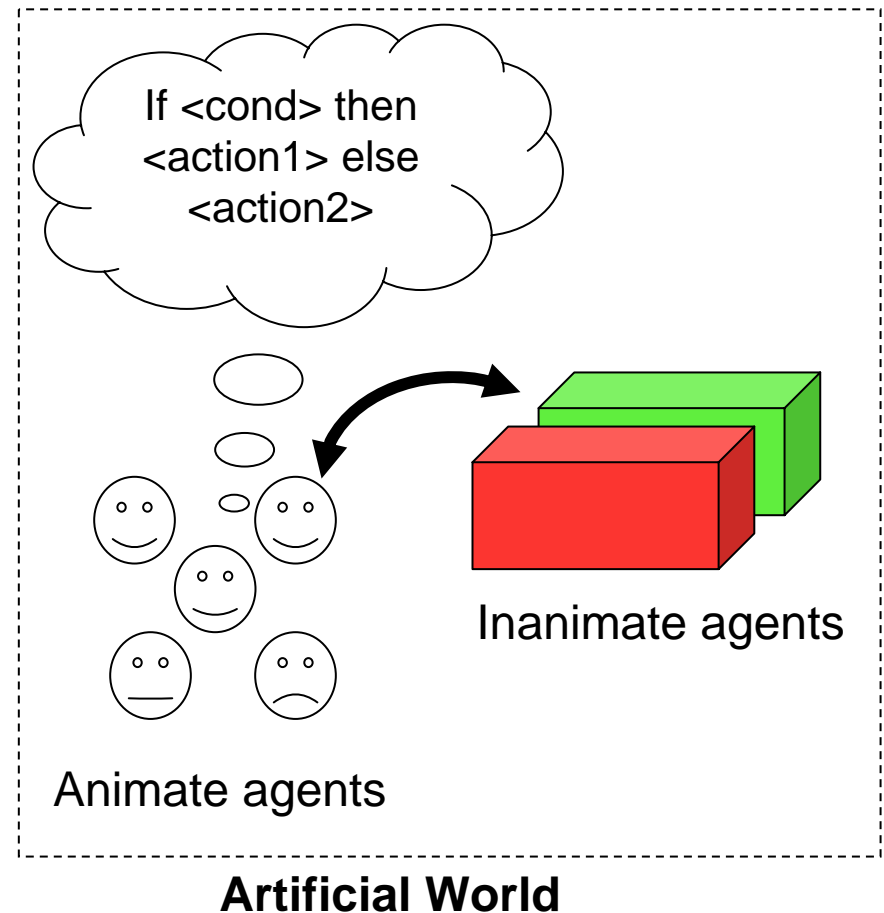
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Outline

- Introduction
- The Generic Agent Based Model
- Application
 - Segregation Model
- Conclusions

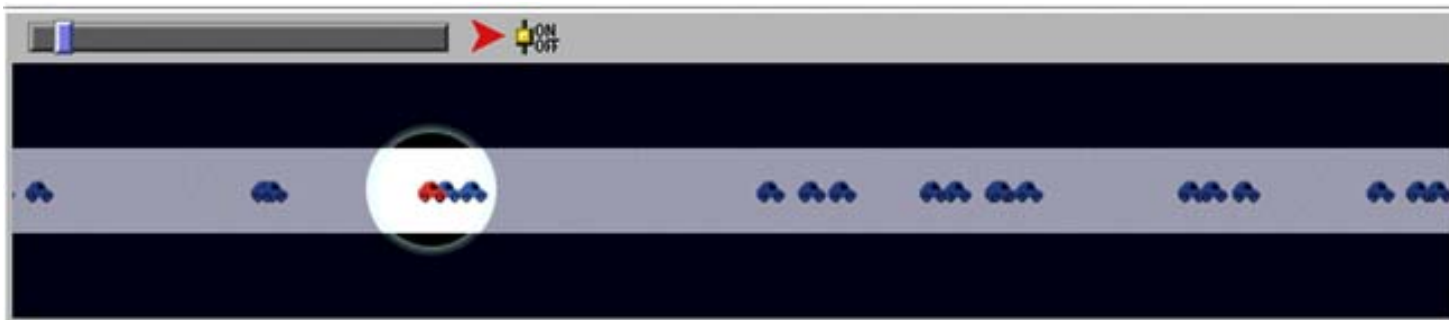
What is Agent Based Modelling?

- Agents:
 - Individuals which are not centrally governed (focus on the individual).
 - Dictate their own rules (i.e. have a behaviour).
 - Don't have to be rational.
 - Capable at modelling bottom up processes.
- Example applications: urban growth, economics, traffic simulation, disease transmission & pedestrian modelling.



Example of a simple ABM: Traffic Simulation

- Models the movement of cars on a road
- Each car follows a simple set of rules:
 - If there's a car close ahead, it slows down.
 - If there's no car ahead, it speeds up.
- Demonstrates how traffic jams can form without any obvious incident.

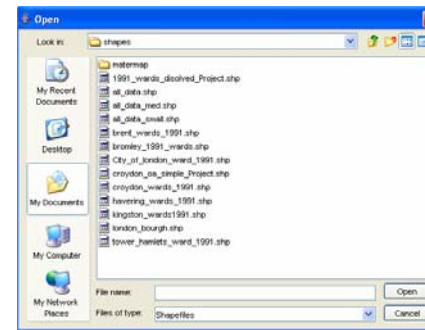
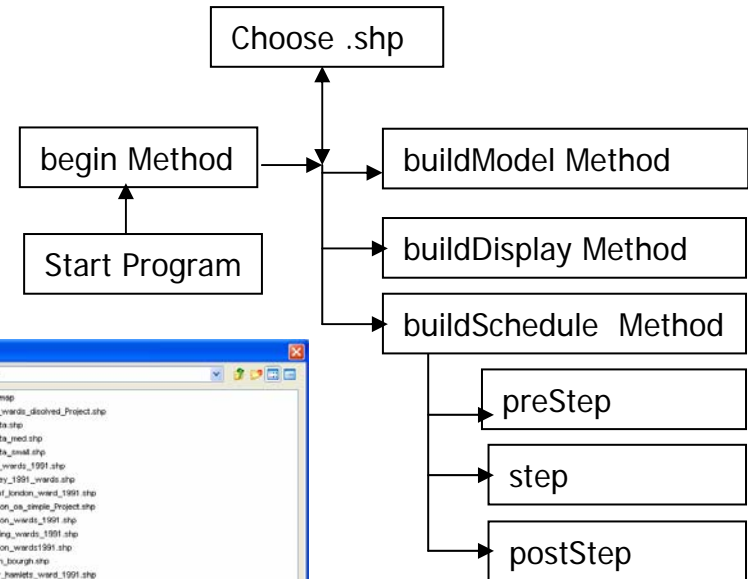


Aims of the research:

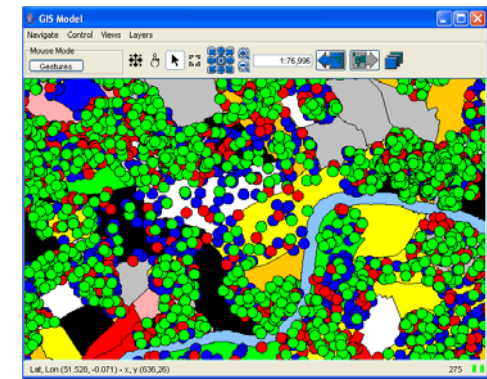
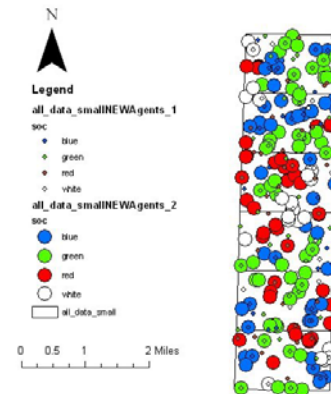
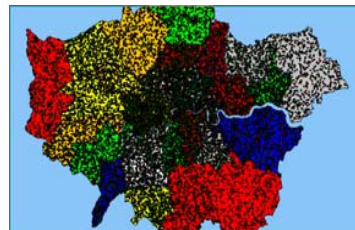
- Develop 'tools to think with', scenario testing.
- Incorporate GIS into ABM.
- Explore micro interaction => emergent patterns.
- Develop simple models '*of their type*' that can easily be extended into examining different types of urban phenomena.

Generic ABM

- A series of tools for:
 - Reading in data
 - Displaying data and agents
 - Movement of agents
 - GIS operations
 - User Interaction, parameter setting
 - Data capture

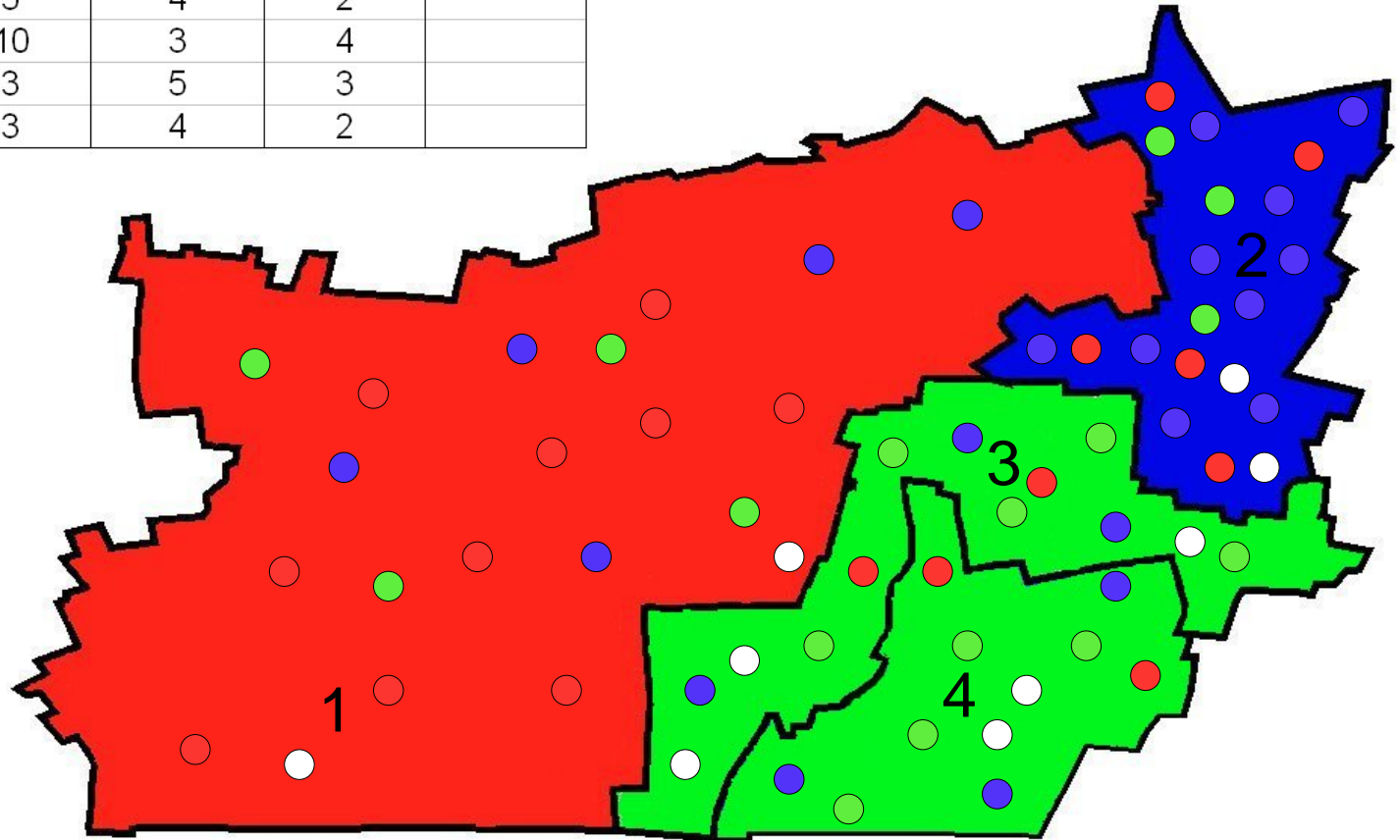


Changing the rules changes the model.



Reading in the data & building the model

Ward	No. Red	No. Blue	No. Green	No. White	Other info
1	10	5	4	2	
2	5	10	3	4	
3	2	3	5	3	
4	2	3	4	2	



Actions of individual agents will create changes in their physical environment.

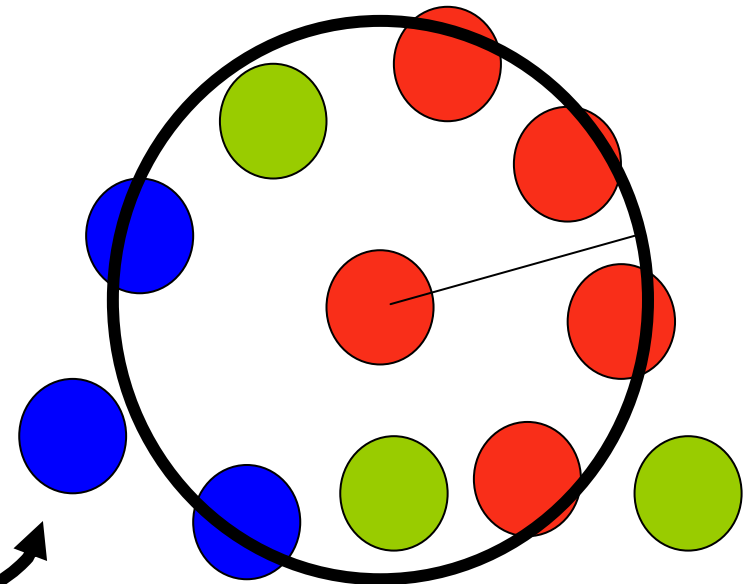
Segregation Model Structure: Residential Agents

Agents Attributes

	No. of agents	Percentage
Red Agents	4	50%
Blue Agents	2	25%
Green Agents	2	25%

Red agent preferences	
Red with Red	$\geq 50\%$ Red
Red with Blue	$< 30\%$
Red with Green	$< 50\%$
Red with White	$< 10\%$

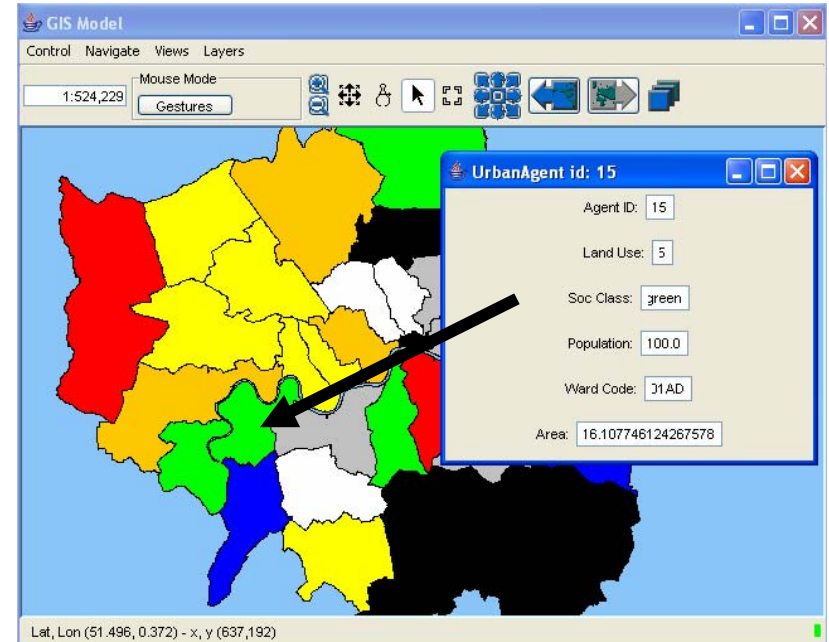
Example of Agent preferences



Calculating neighbourhoods

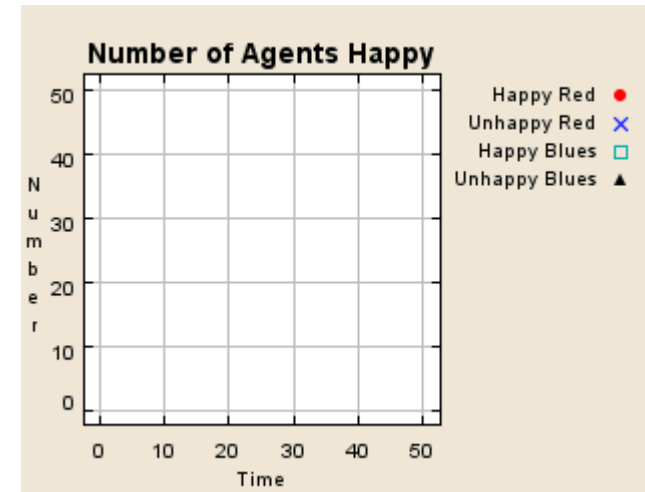
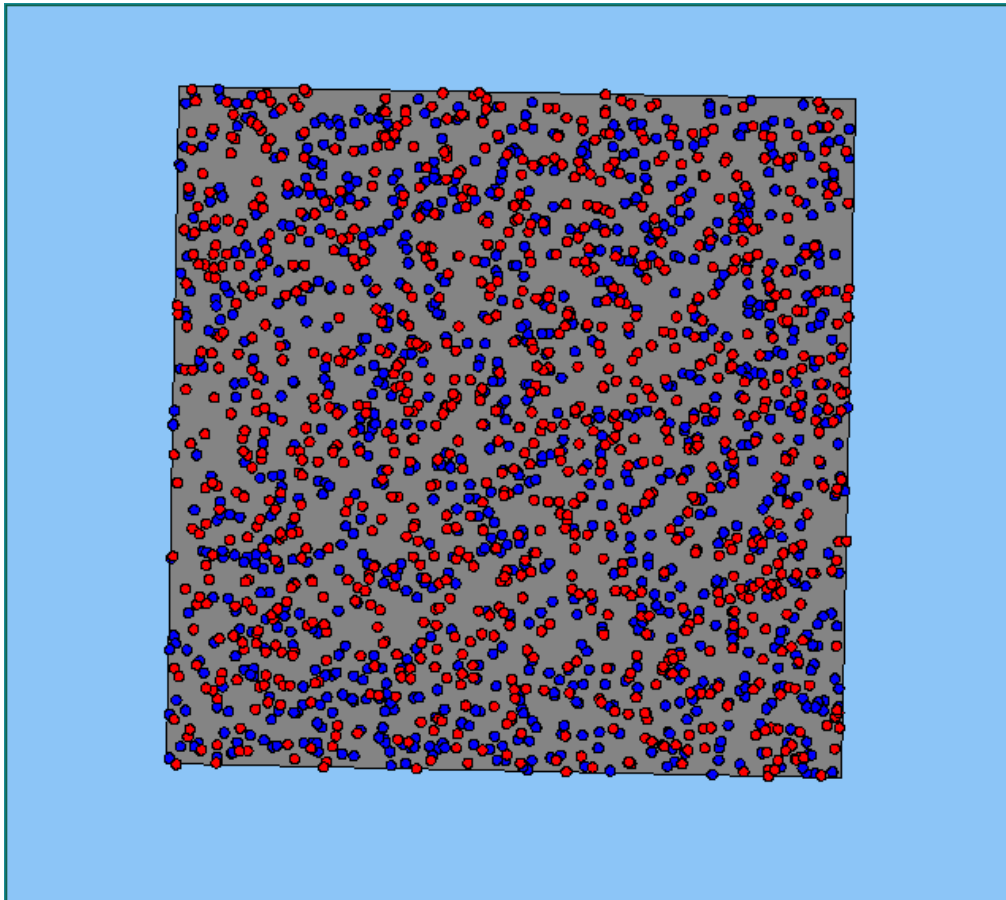
Model Structure: Urban Environment

- The GIS layer. Contains information from the data file.
- Used to calculate population density, contains the residents
- Attributes are changeable: social class and landuse depending on the type of residents within.



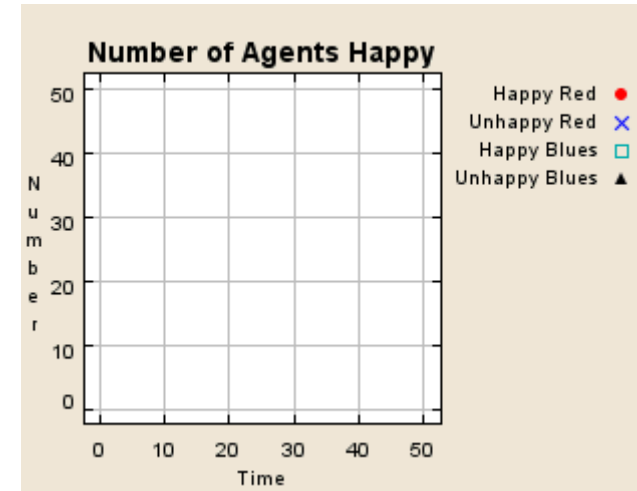
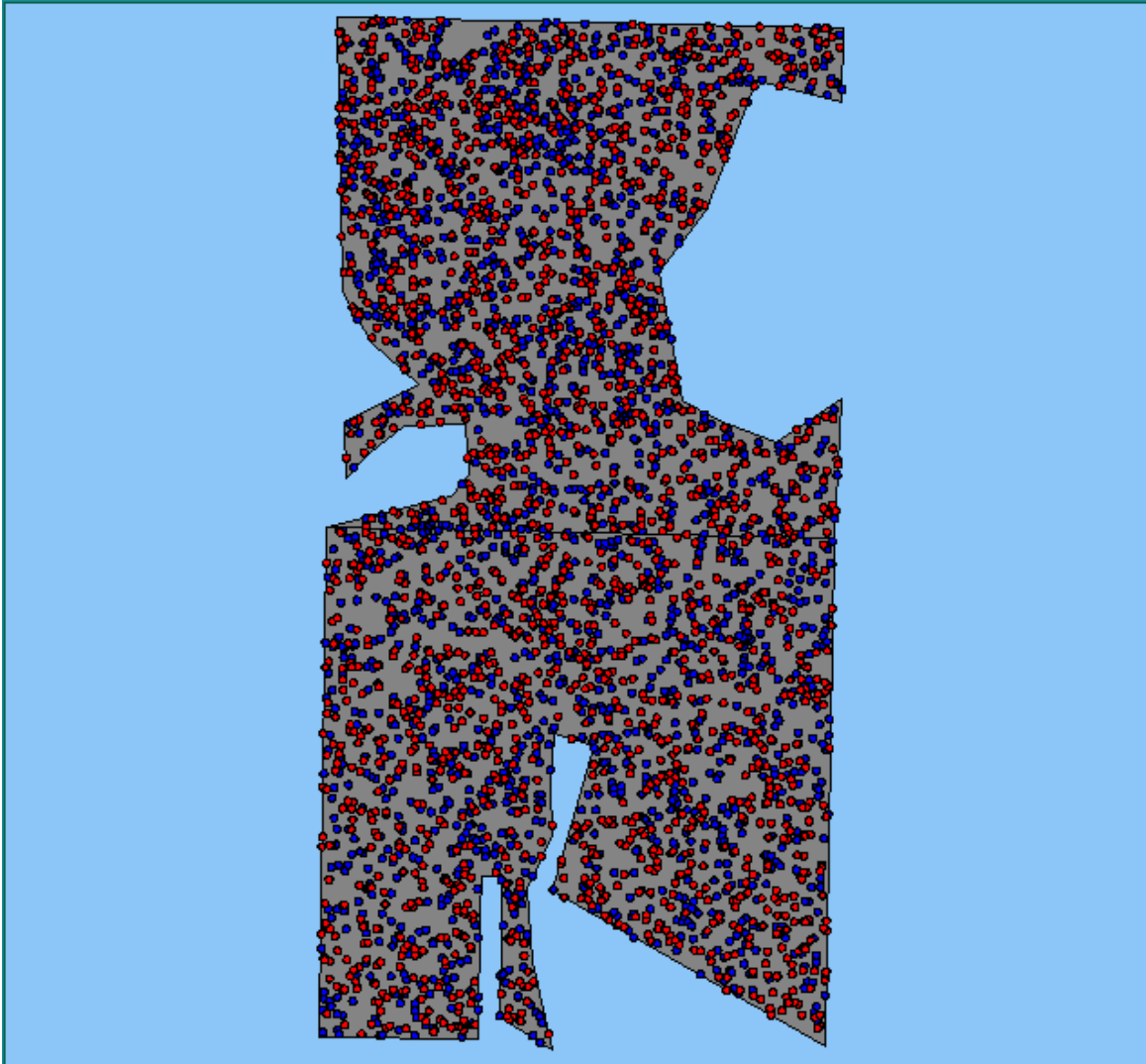
	Resident Agent social class	Urban agent	Colour
1	Green % highest	Green	Green
2	Red % highest	Red	Red
3	Blue % highest	Blue	Blue
4	White % highest	White	White
5	Green & Red % equal	Mixed	Yellow
6	Green & Blue equal	Mixed	Orange
7	R & B W & B R & W G & W	Mixed	Grey
8	All other combinations	Mixed	L Grey
9	Empty (no residents)	Empty	Black

Agents in Geographical Space



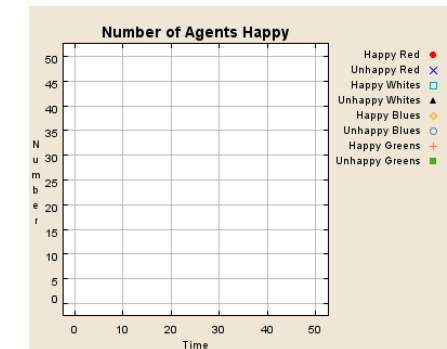
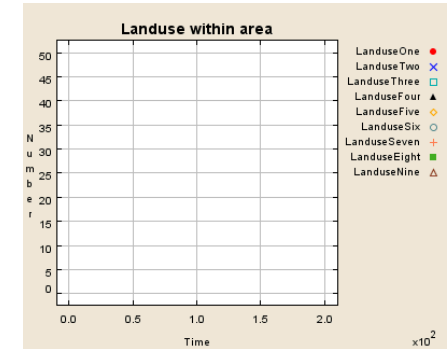
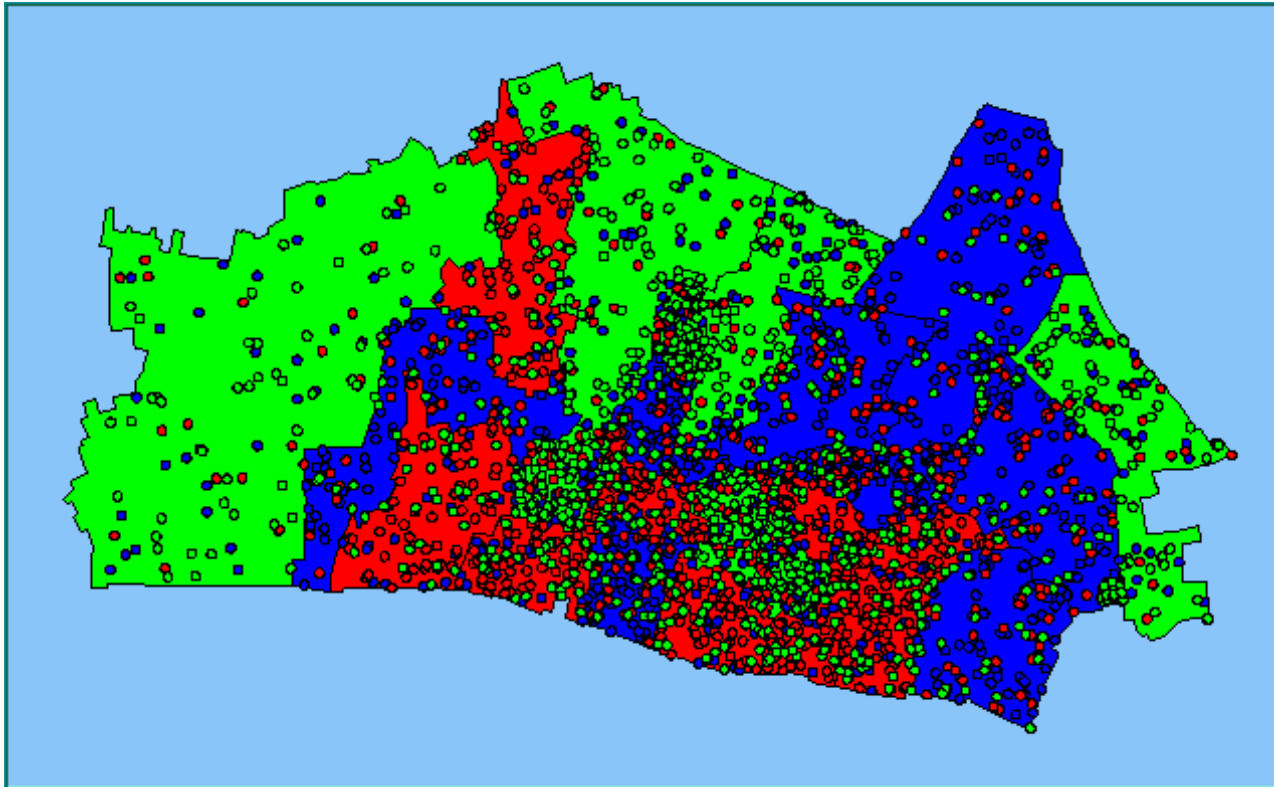
- Agents want areas where 30% neighbours are of same type.

Agents in Geographical Space: Two Areas

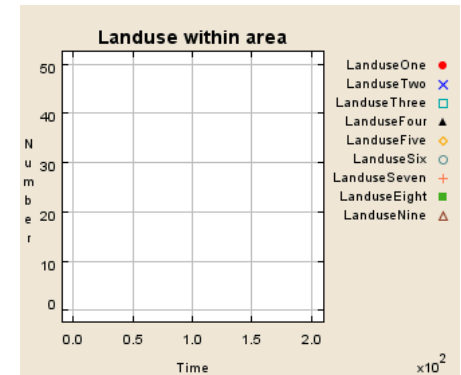
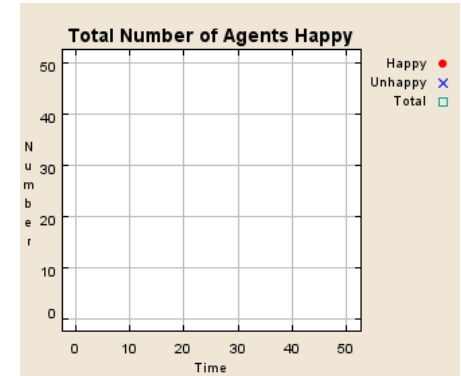
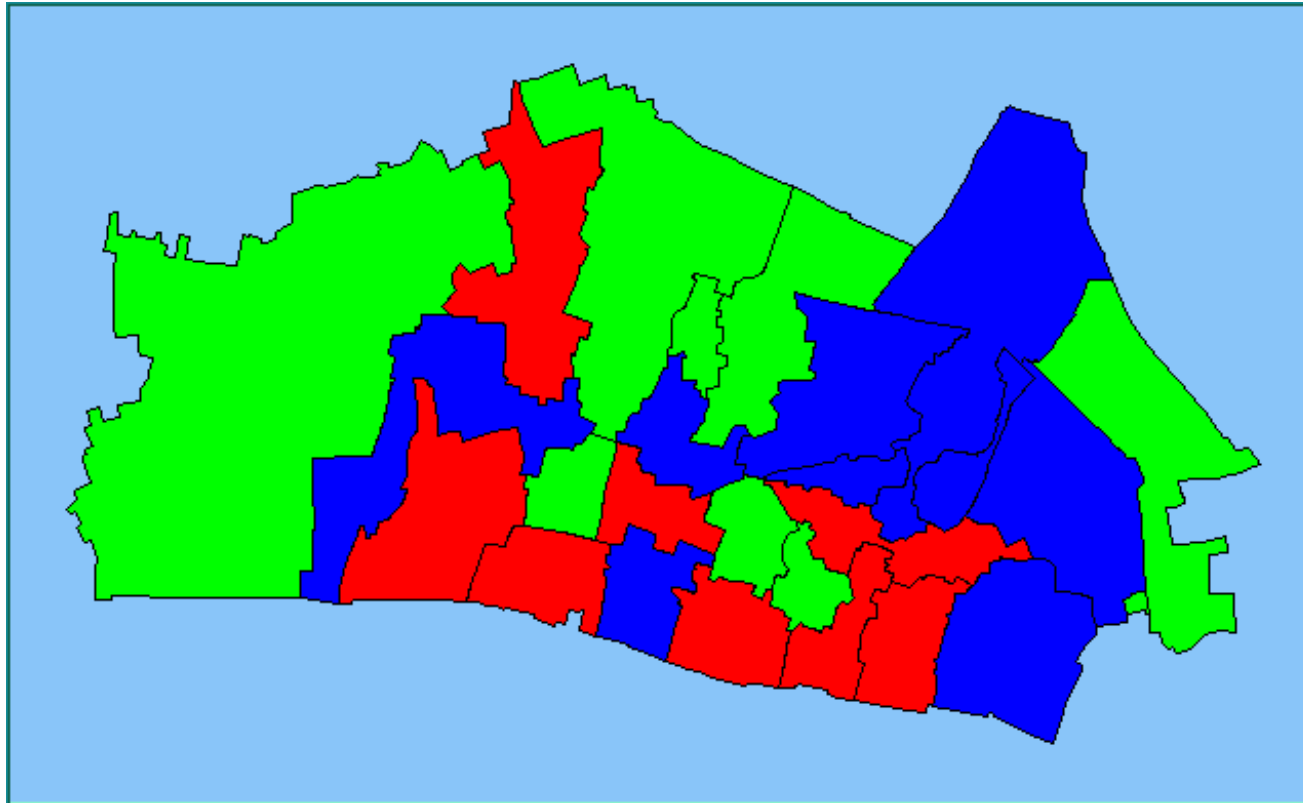


- Initially even number of Reds and Blues in both areas
- Agents want areas where 40% neighbours are the same

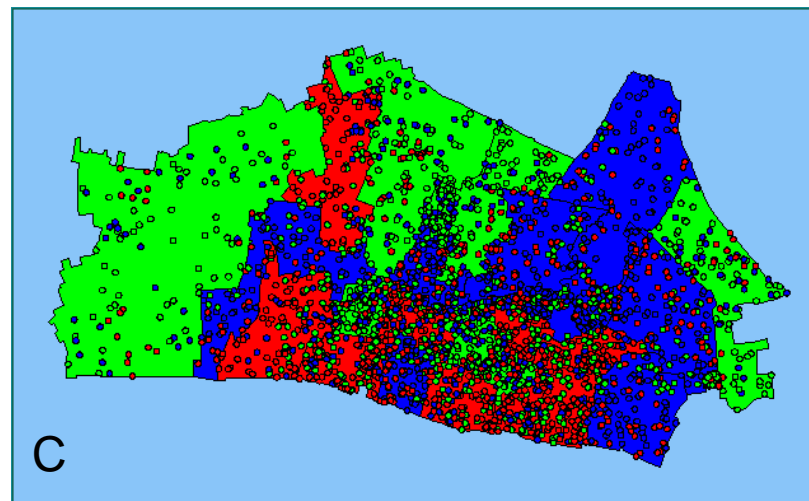
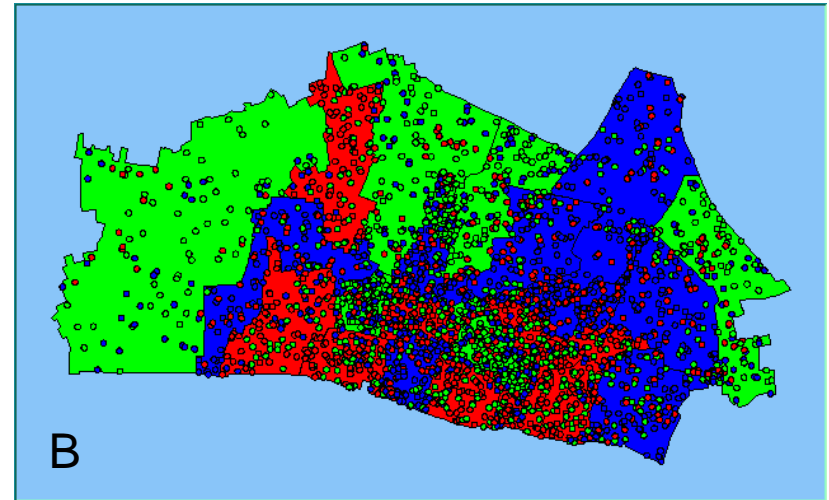
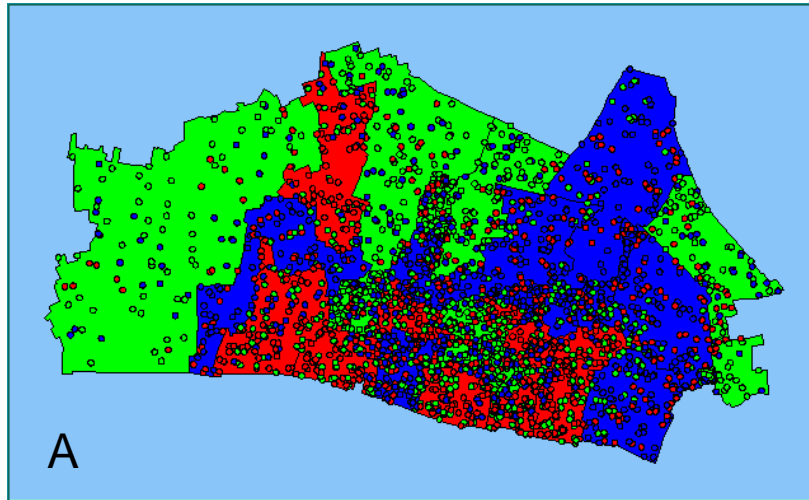
Simulation: Resilience to change and Stabilisation



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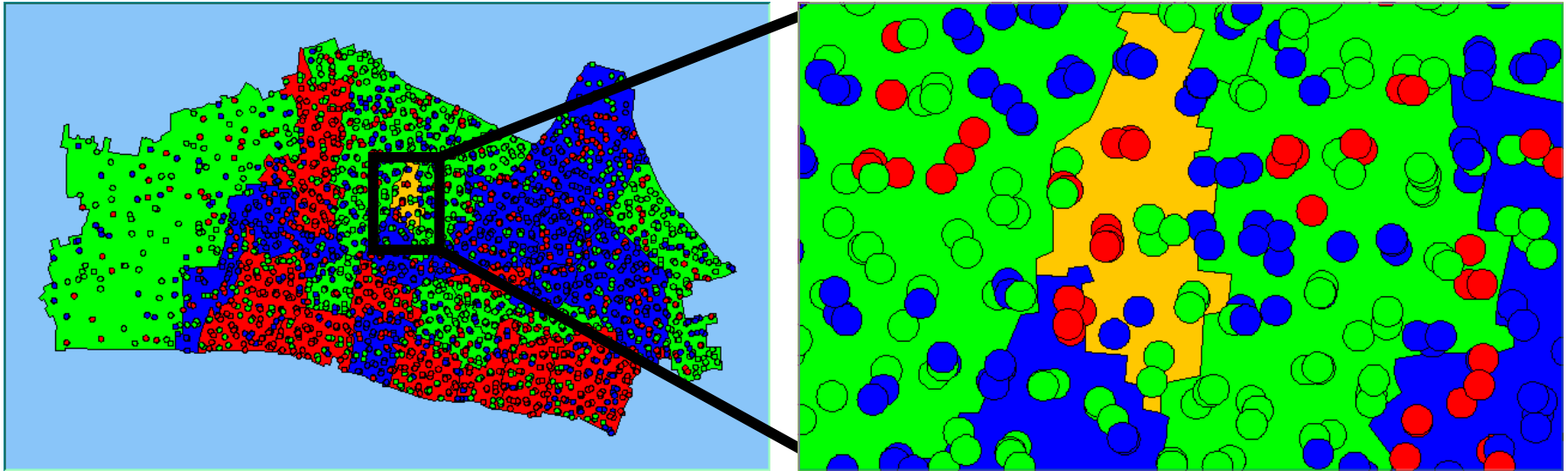
Comparing Simulations for Stabilisation



	Iterations	Number of moves
A	5	182
B	8	203
C	3	177

• Initial conditions matter => multiple runs

Segregated Neighbourhoods



- Yellow area is a “mixed” ward with equal numbers of green and red agents
- Micro clusters will not be visible if we only consider the ward level data

Conclusion

- Simple model structure was highlighted integrating ABM and GIS.
- With alterations new models can be easily created.
- Application:
 - Segregation model: mild preferences=> segregation
- Further work:
 - Developing a location model
 - Scenario and sensitivity testing
- For more info: www.gisagents.blogspot.com