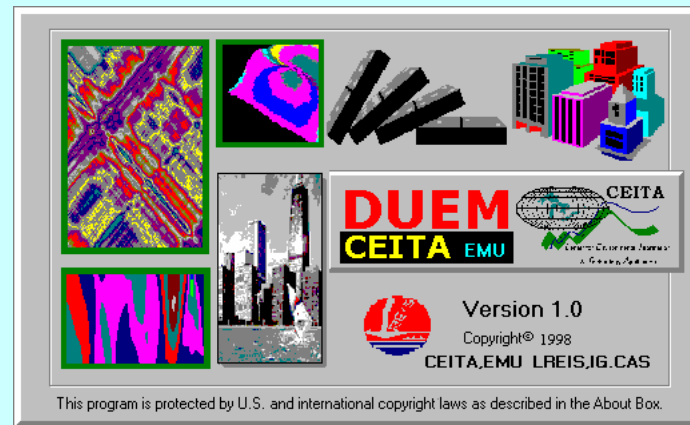


Projecting Urban Land Use Changes:


DUEM - Dynamic Urban Evolution Modeling



Dr. Yichun Xie, Professor and Director
Institute for Geospatial Research and Education
Eastern Michigan University
USGS-GLSC, Ann Arbor, MI
December 12, 2002



What are CA?

- 🌀 Cellular automata (CA) were originally conceived by Ulam and von Neumann in the 1940s to provide a formal framework for investigating the behavior of complex, extended systems. CAs are dynamical systems in which space and time are discrete. A cellular automaton consists of a regular grid of cells, each of which can be in one of a finite number of k possible states, updated synchronously in discrete time steps according to a local, identical interaction rule. The state of a cell is determined by the previous states of a surrounding neighborhood of cells 

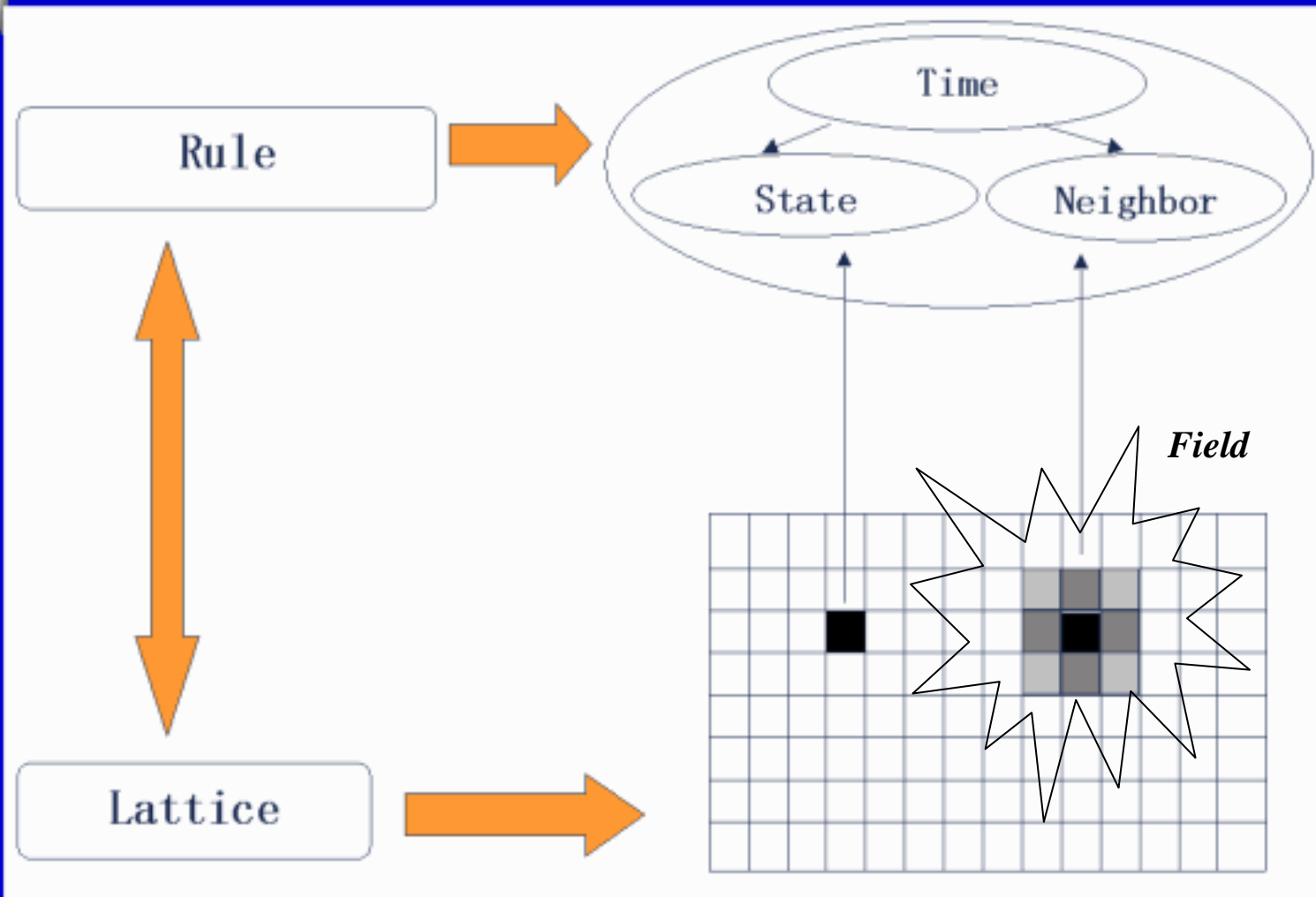
Informal Definition

CA are characterized by the following fundamental properties:

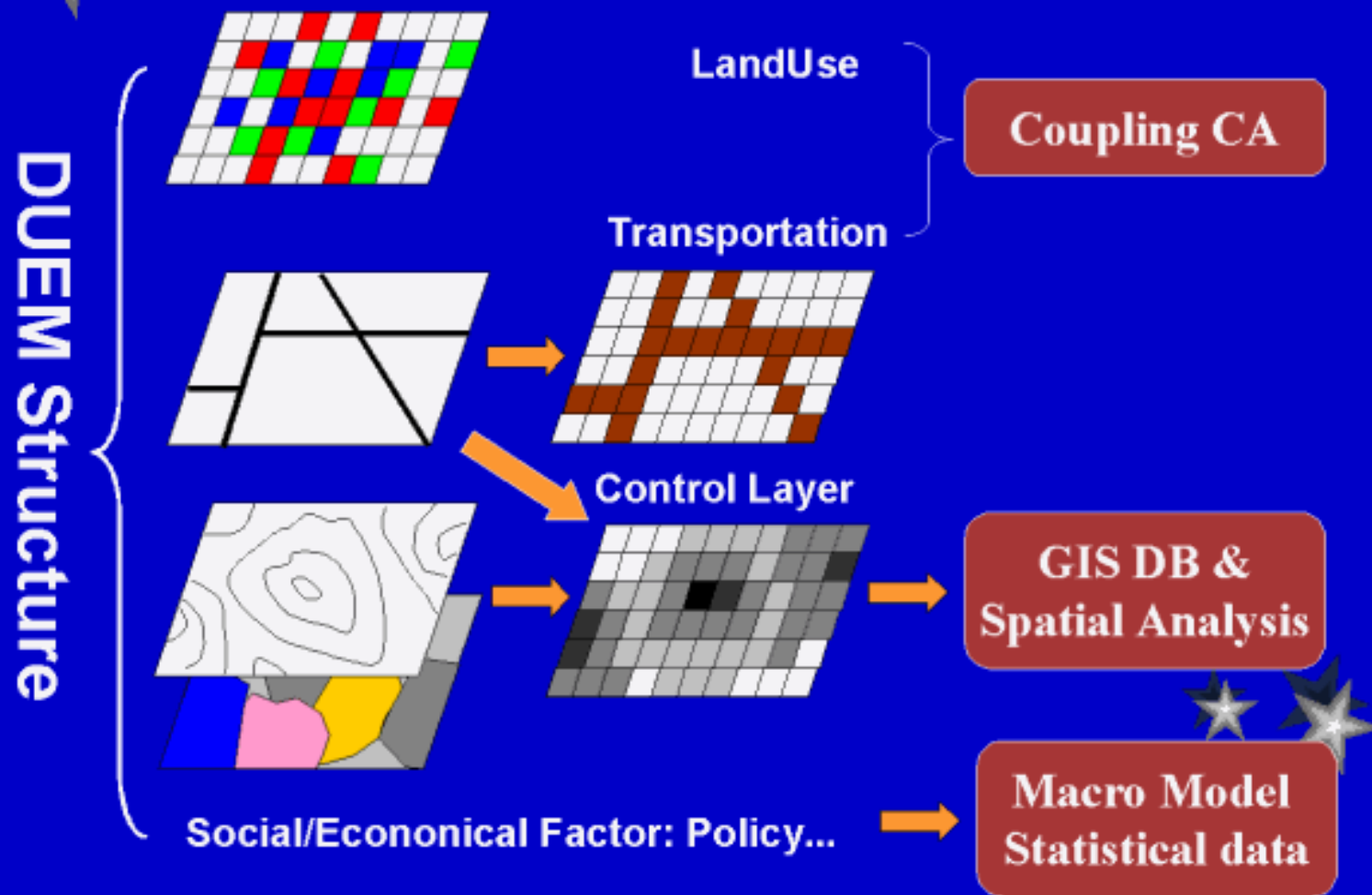
- ❖ They consist of a regular discrete lattice of cells.
- ❖ The evolution takes place in discrete time steps.
- ❖ Each cell is characterized by a state taken from a finite set of states.
- ❖ Each cell evolves according to the same rule which depends only on the state of the cell and a finite number of neighboring cells.
- ❖ The neighborhood relation is local and uniform.



★ ★ ★ CA Componets



★ Dynamic Urban Evolution Model



★ Dynamic Urban Evolution Model

☯ Cell States

- ❖ Housing, Industrial, Commercial, Special Landuse and Vacant

☯ Rule

- ❖ Cell Actions: Duplicate, Mutate, Survive, Die

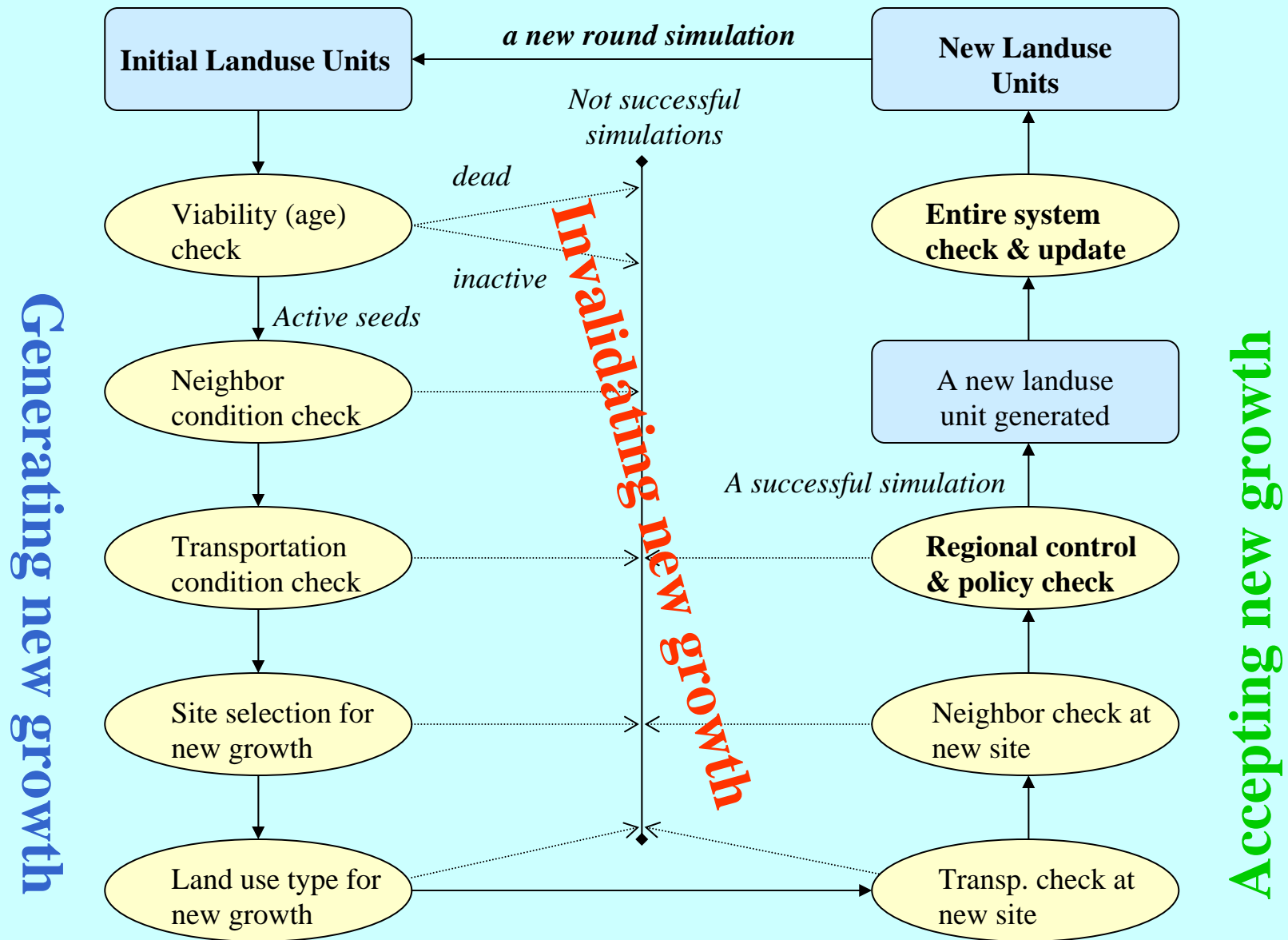


❖ Affect Factors:

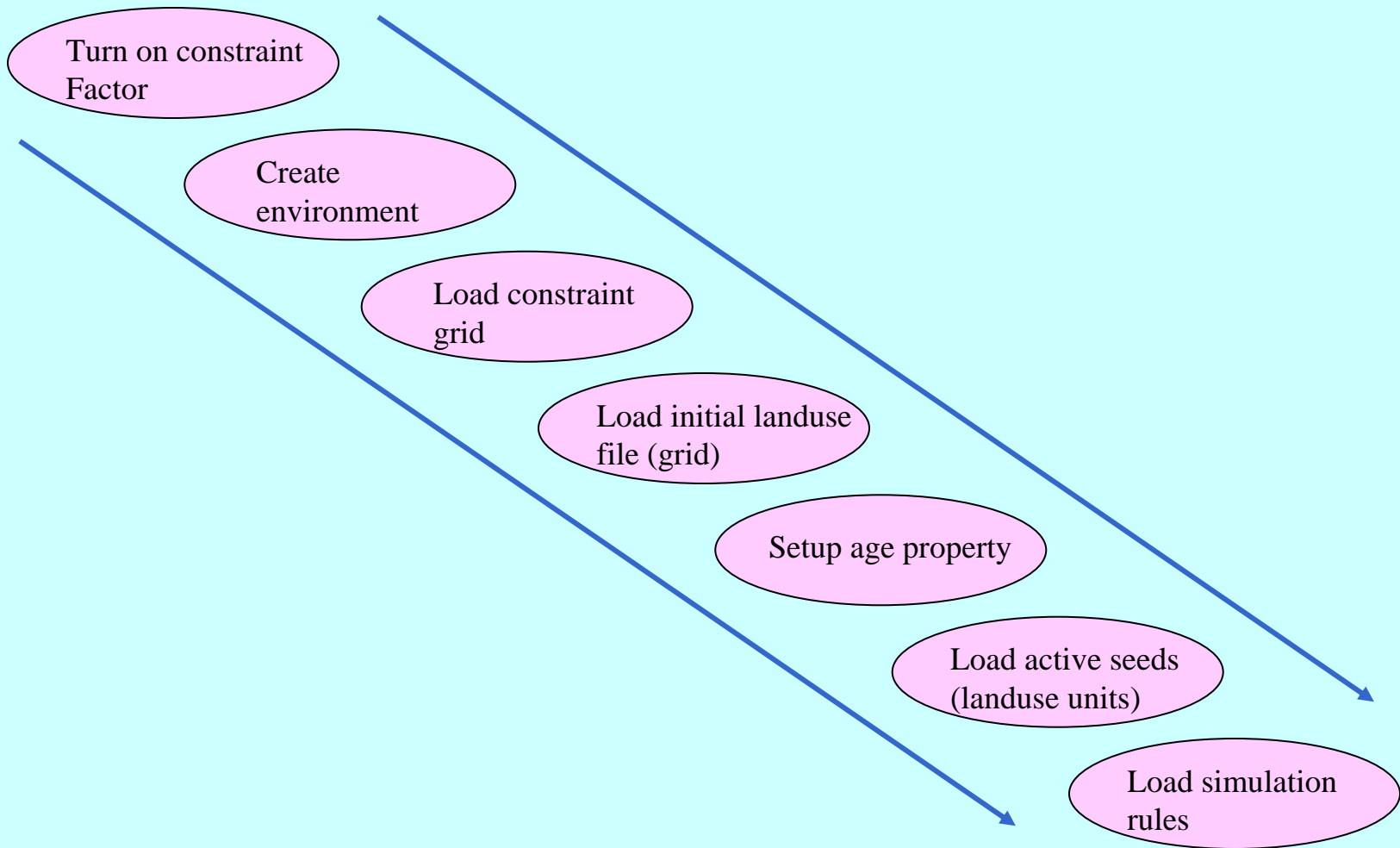
- ❖ Age
- ❖ Neighbor Cells: Landuse & Street/Road Cells
- ❖ Constraint Map
- ❖ Policy



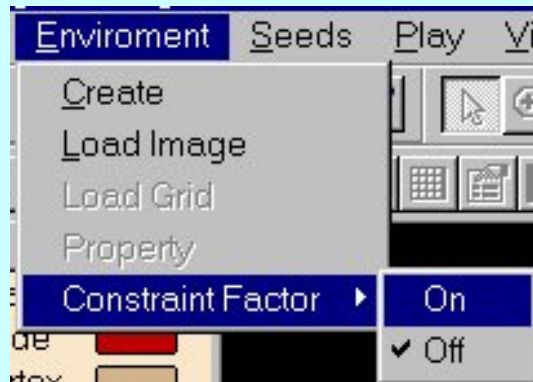
A Flowchart of DUEM Simulation Procedures



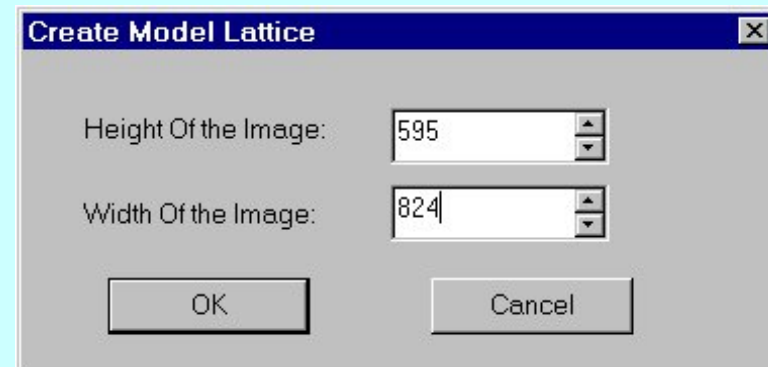
A Flowchart of DUEM Software Running Procedures



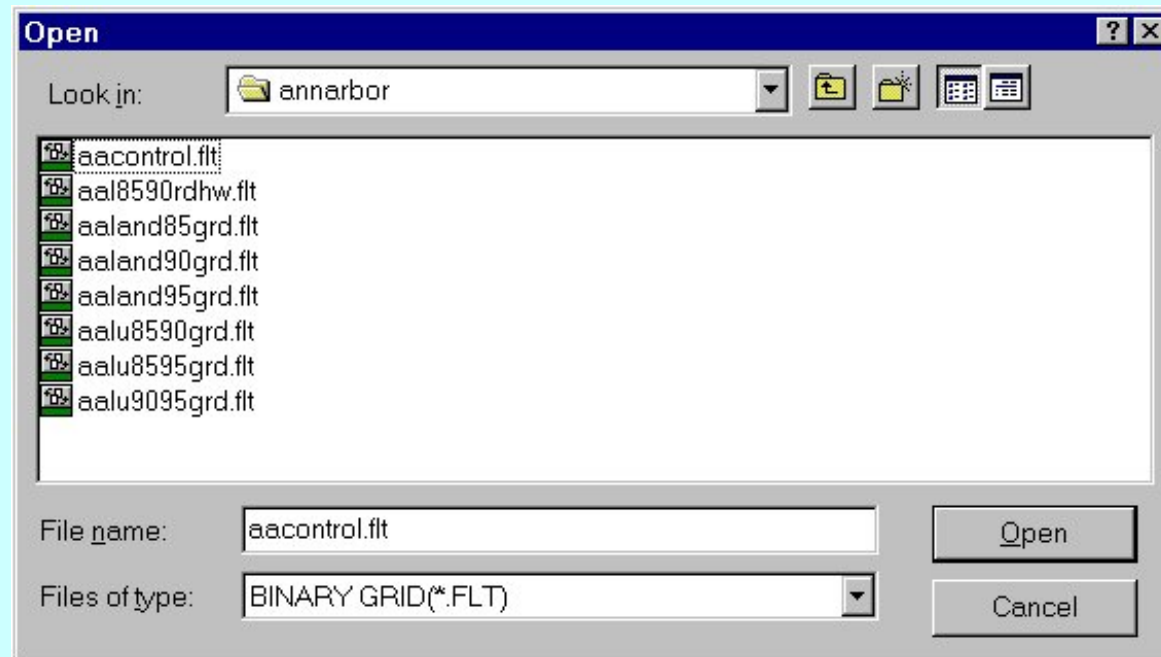
**Turn on
constraint Factor**



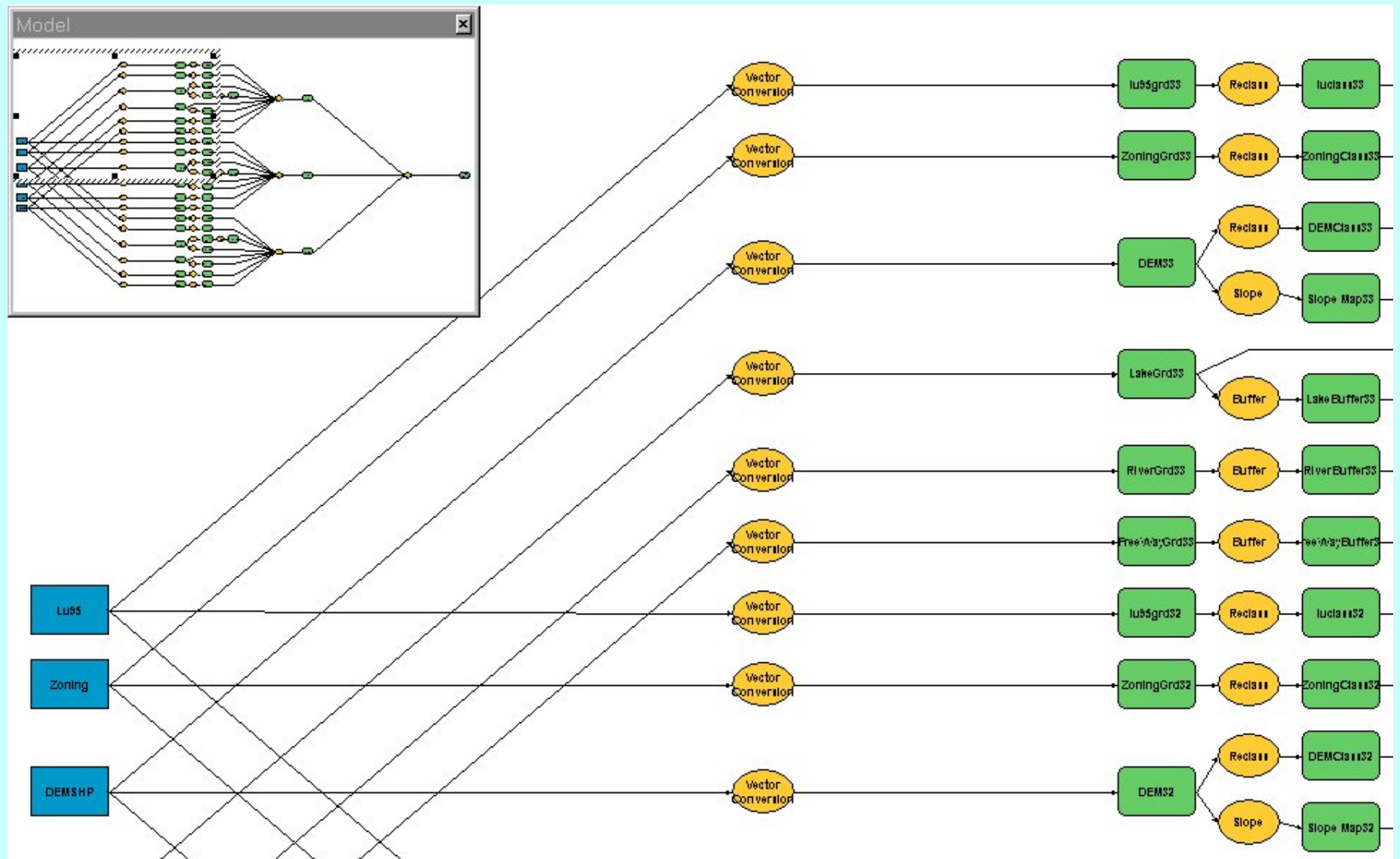
**Create
environment**



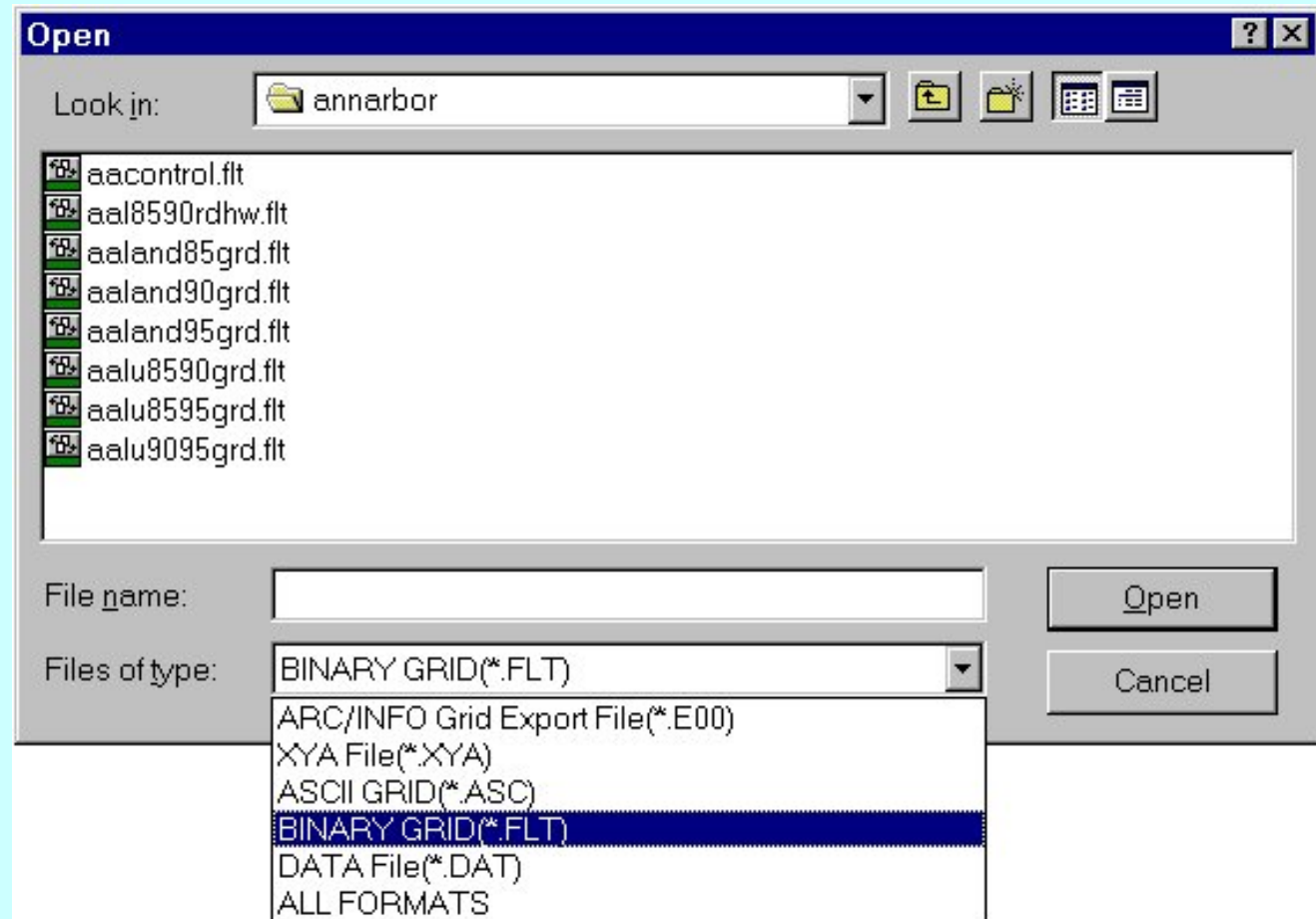
**Load constraint
grid**



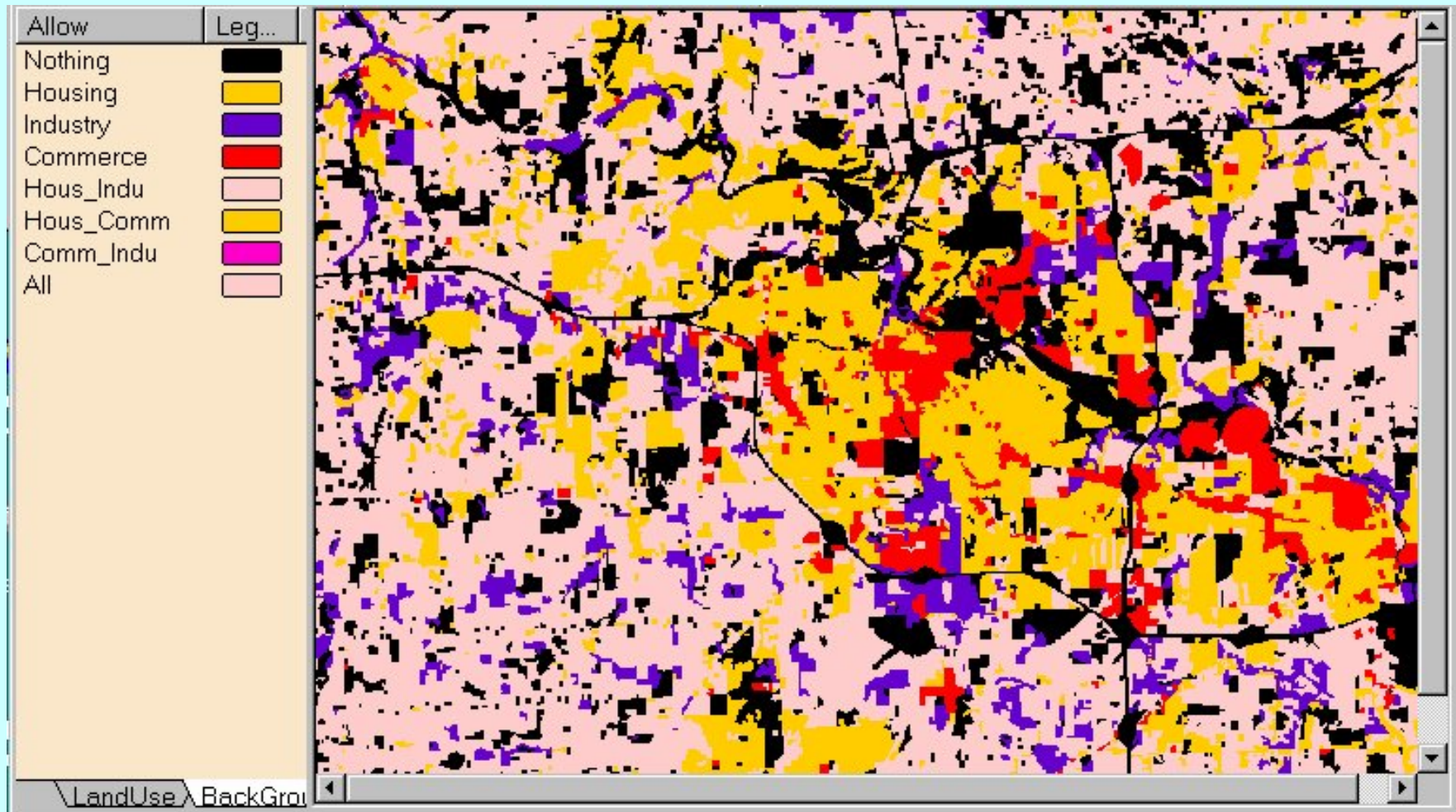
A Flowchart of Creating the Regional Constraint Grid through Spatial Analysis



**Load initial
landuse file (grid)**

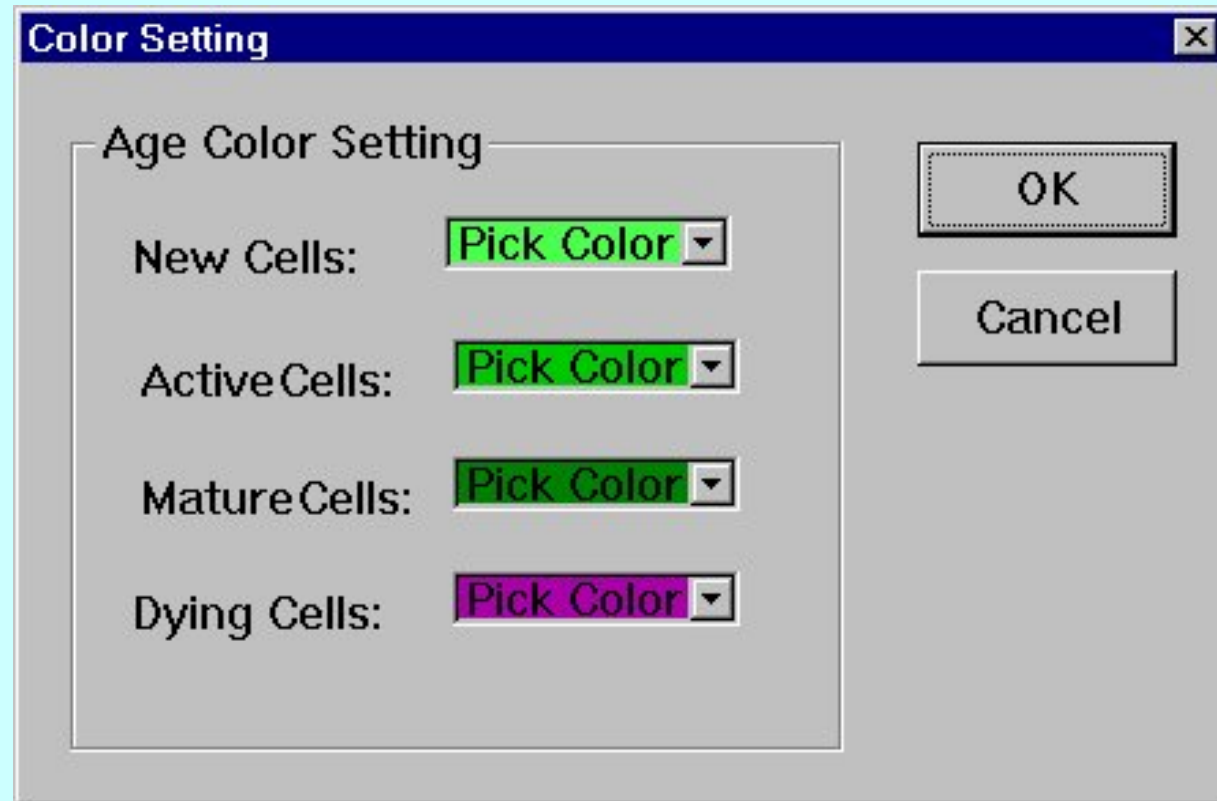
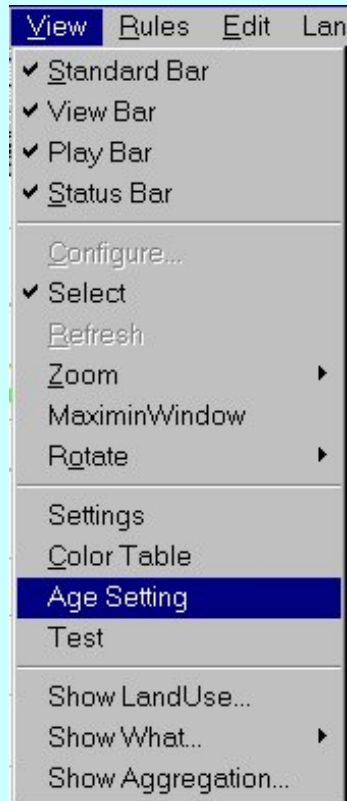
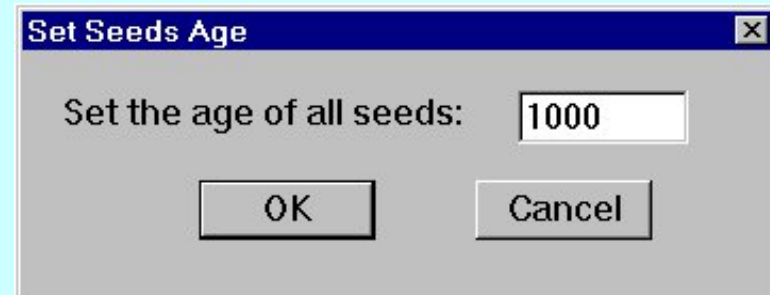
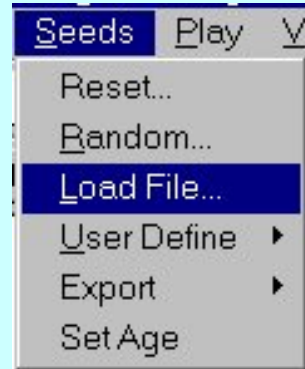


The Initial Landuse File Defines the Background of a Simulation

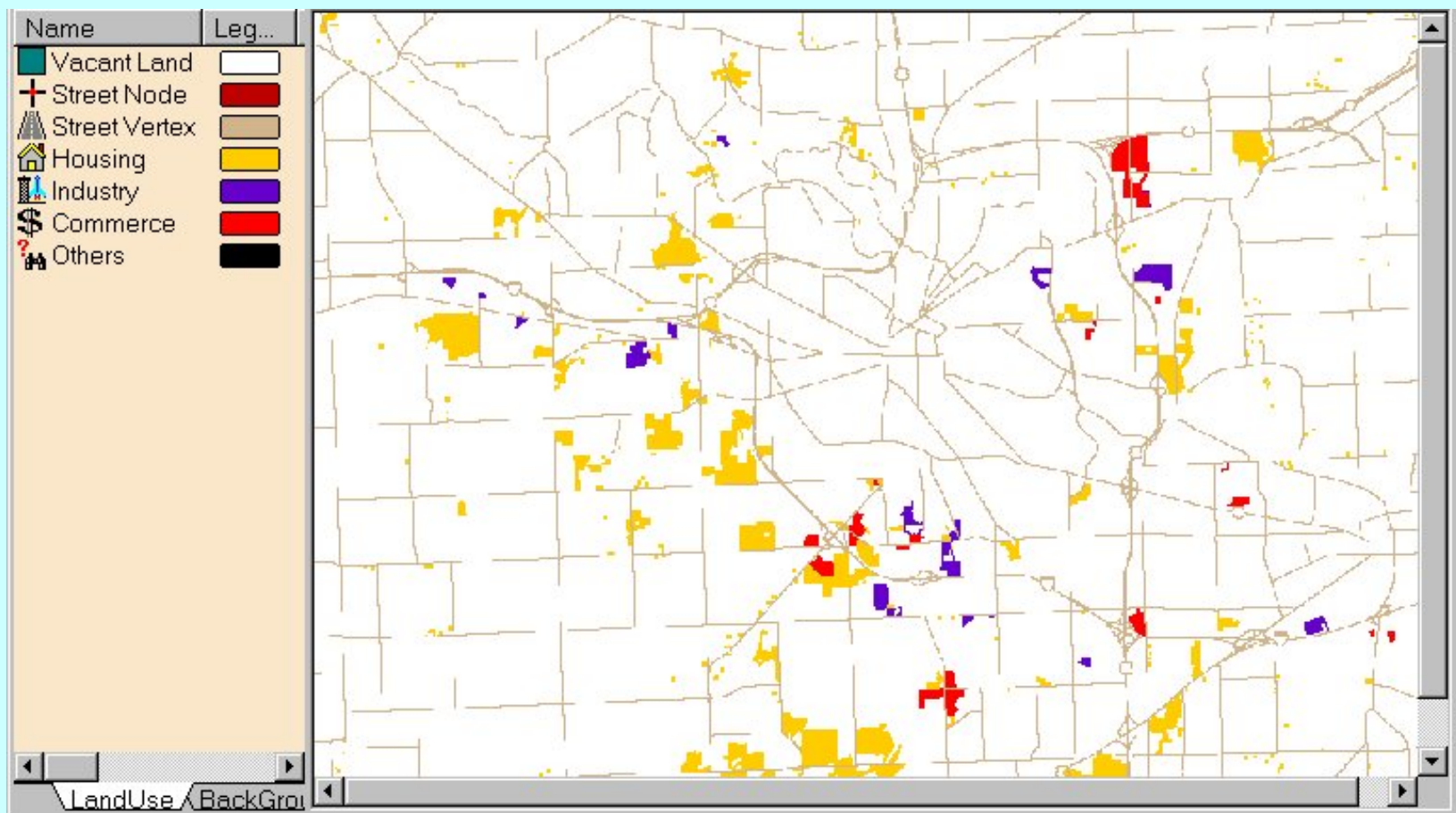
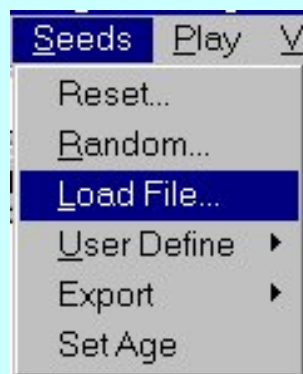


Background

Setup age property



Load active seeds
(landuse units)



Load simulation
rules



% GeoCA-Urban Rule Parameters:

Blank Vacant Land 255255255

**StreetNode Street Node 139000000 0 0 1.00 2.00 2.00 150 100 150 100
150 100 150 100 4 3 2 10 60 70T 4100 50 0**















StreetVertex Street Vertex 139000000

**House Housing 255173091 8 30 3000 0 1.00 2.00 2.00 125 125
125 125 125 125 125 125 5 2 0 95 0 5 95 0 5**

**Industry Industry 123123192 25 20 3000 0 1.00 2.00 2.00 125 125
125 125 125 125 125 125 15 15 40 10**

**Commerce Commerce 255000000 30 10 3000 0 1.00 2.00 2.00 125
125 125 125 125 125 125 125 10 15 0 10**

Others Others 000000000

Name	Leg...	
Vacant Land		
Street Node		
Street Vertex		
Housing		
Industry		
Commerce		
Others		

How to Define Simulation Rules Graphically - Street Node As an Example - 1

Street Node

Name and Color | Density Model | Direction | StreetNode | Mutation

Density Model Type

☒ Linear ☐ Power

☐ Exponential ☐ Gamma

Density Parameter

Slope:

Alpha:

Beta:

OK Cancel Apply Help

Street Node

Name and Color | Density Model | Direction | StreetNode | Mutation

Direction

NW 75 N 175 NE 75

W 175 E 175

SW 75 S 175 SE 75

Same Left **Middle** Right NESW

0 1000

OK Cancel Apply Help

Name	Leg...	
Vacant Land		
Street Node		
Street Vertex		
Housing		
Industry		
Commerce		
Others		

How to Define Simulation Rules Graphically - Street Node As an Example - 2

Street Node

Name and Color | Density Model | Direction | StreetNode | Mutation

StreetNode Parameters

Distance for Separating Streets: 4

Length of Free Street Growth: 3

Radius of Affect Area: 2

Min House Density In Neighbor: 10 %

Min Industry Density In Neighbor: 60 %

Min Commerce Density In Neighbor: 70 %

OK Cancel Apply Help

Street Node

Name and Color | Density Model | Direction | StreetNode | Mutation

Mutation Probability

☒ Mutation around intersections

Minimum Roads Intersecting: 4

Mutation Probability: 100 %

House 0 100 Industry

50 50

Connection Adjust

☒ No adjust ☐ Only XX-YY ☐ Any Type

OK Cancel Apply Help

Name	Leg...	
Vacant Land		
Street Node		
Street Vertex		
Housing		
Industry		
Commerce		
Others		

How to Define Simulation Rules Graphically - Housing Landuse As an Example - 1

Housing [X]

Name and Color | Age Property | Density Model | Direction | House

Age Parameter

Active Growth Period:

Incitive Growth Period:

Dying Period:

OK Cancel Apply Help

Name	Leg...	
Vacant Land		
Street Node		
Street Vertex		
Housing		
Industry		
Commerce		
Others		

How to Define Simulation Rules Graphically - Housing Landuse As an Example - 2

Housing [X]

Name and Color | Age Property | Density Model | Direction | House

Property For House

Free Length of Development:

Radius of Affect Area:

Min Street Density in Neighbor: %

Prob for No Ind&Com

House:

Industry:

Commerce:

Prob for Ind&Com

House:

Industry:

Commerce:

OK Cancel Apply Help

