Towards a Theory of Co-evolutive Networked Territorial Systems: Insights from Transportation Governance Modeling in Pearl River Delta, China

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Medium Project Seminar

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New pathways for sustainable urban development in China's medium-sized cities

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Complex Urban Systems

Source : Wikipedia

Complex Systems Approaches in Science

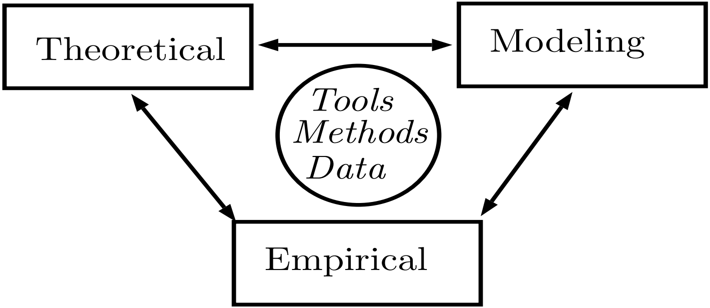
→ Failure of reductionism already highlighted by Anderson in 1972 [Anderson, 1972]

→ Yet few domains with Integrative Theories

→ Even physics begins to realize the potential of this “New Kind of Science [Wolfram, 2002] : Quantum coherence paradox solved through computational complexity [] ; Very recent theory of emergent gravity solves Dark Matter issue

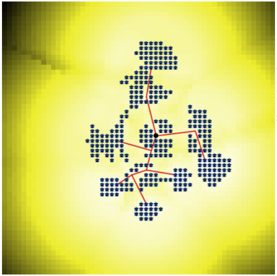
Theoretical and Quantitative Geography

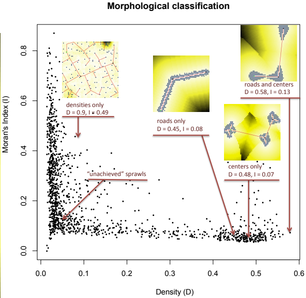
Extended framework for TQG [Livet et al., 2010]

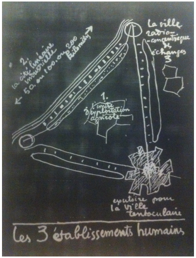


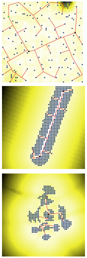
Meso-scale Coupled Growth

Simple co-evolutionary dynamics produce stylized urban forms at a mesoscopic scale [Raimbault et al., 2014]



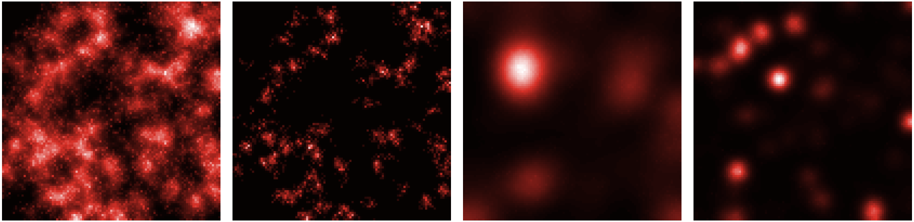


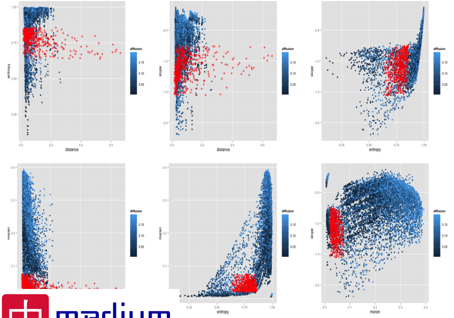


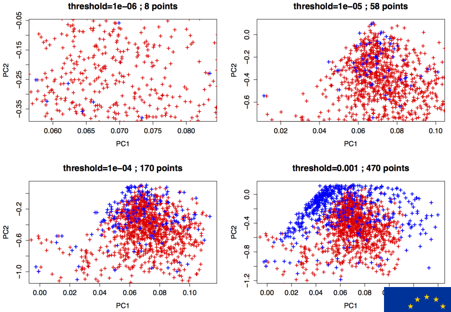


Aggregation-diffusion Urban Growth

Evidence of autonomous Morphogenetic processes : morphological calibration of an Aggregation-diffusion growth model







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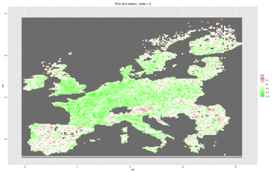
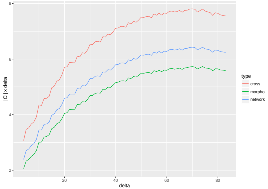
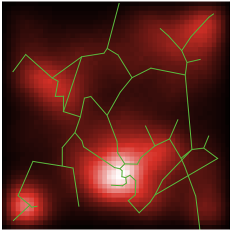
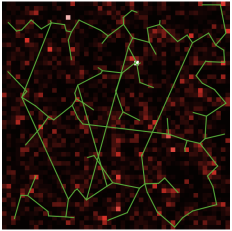
Coupled Growth and Correlations

Spatial non-stationarity of correlation matrix between urban morphology and network topology [Raimbault, 2016a] ; coupled growth model yield a large range of potential correlations [Raimbault, 2016b]



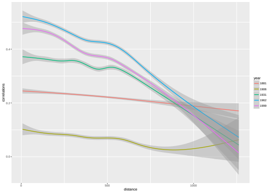


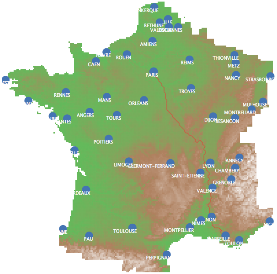


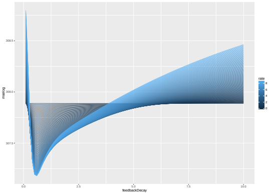


Macro-scale Growth and Network Necessity

Macro-scale population growth model reveals physical network effects in French System of Cities [Raimbault, 2016c]







Theory : Pillars

1. *Networked Human Territories* → Raffestin approach to territory combined with Dupuy theory of networks.
2. *Evolutive Urban Theory* → City Systems as complex Adaptive systems, applied to human settlements in general and thus territorial systems.
3. *Urban Morphogenesis* → Morphogenesis as autonomous rules to explain growth of urban form. Used as the provider of modular decompositions.
4. *Boundaries and Co-evolution* → Co-evolution as the existence of *niche*, consequence of boundary patterns.

Theory : Specification

- Previous def. of territorial systems
- Modular decomposition and stationarity : existence of scales
- Feedback loops between and inside scales yield weak emergence, thus complexity
- Morphogenesis gives modular decomposition and co-evolution
- **Main assumption.** Necessity of Networks : networks are necessary component of co-evolutive niches.

The LUTETIA Model : Rationale

The LUTETIA Model : Structure

Governance Modeling

Matrix of actors utilities, depending on respective choices

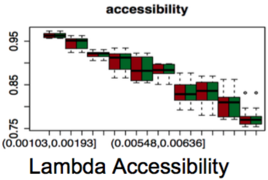
1 | 2	C	A
C	$U_i = \kappa \cdot \Delta X_i(Z_C^*) - I - \frac{\delta I}{2}$	$\begin{cases} U_1 = \kappa \cdot \Delta X_1(Z_1^*) - I \\ U_2 = \kappa \cdot \Delta X_2(Z_2^*) - I - \frac{\delta I}{2} \end{cases}$
A	$\begin{cases} U_1 = \kappa \cdot \Delta X_1(Z_1^*) - I - \frac{\delta I}{2} \\ U_2 = \kappa \cdot \Delta X_2(Z_2^*) - I \end{cases}$	$U_i = \kappa \cdot \Delta X_i(Z_i^*) - I$

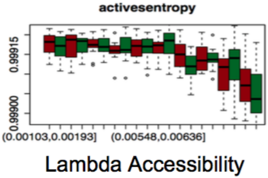
Two types of games implemented :

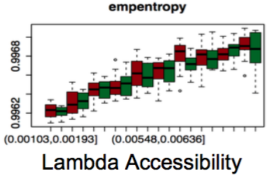
- Mixed Nash equilibrium, where actors compete
- One Rational Discrete Choice equilibrium

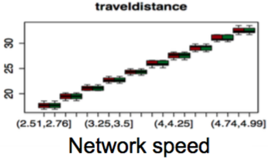
Model Output : Examples

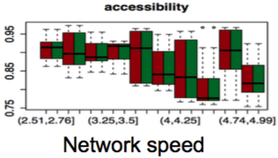
Model Exploration : Examples











Application to Delta Pearl River Mega-city Region

Application to DPR

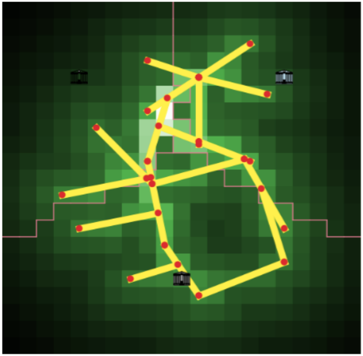
Application : Experience plan and Expected Results

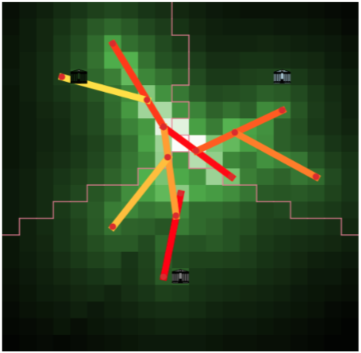
Conclusion

- All code and data available at `https://github.com/JusteRaimbault/CityNetwork/tree/master/Models` in general ;

Reserve Slides

Long Time Limits for Transportation Networks





Governance Game Specification

Mixed Nash equilibrium probability :

$$p_i = \frac{J}{\Delta X_{\bar{i}} Z_C^\star - \Delta X_{\bar{i}} Z_{\bar{i}}^\star}$$

Discrete Choice model :

$$U_i(C) - U_i(NC) = p_{\bar{i}}(\Delta X_i Z_C^\star - \Delta X_i Z_i^\star) - J$$

then

$$p_i = \frac{1}{1 + \exp\left(-\beta_{DC} \cdot \left(\frac{\Delta X_i Z_C^\star - \Delta X_i Z_i^\star}{1 + \exp\left(-\beta_{DC}(p_i \cdot (\Delta X_{\bar{i}} Z_C^\star - \Delta X_{\bar{i}} Z_{\bar{i}}^\star) - J)\right)} - J\right)\right)}$$

Lutetia : default parameter values

$A_{max} = E_{max} = 500; r_A = 1; r_E = 0.8; \gamma_E = 0.9; \gamma_A = 0.65; \beta_I = 1.8; \lambda = 0.005; r_0 = 2$

$N_{expl} = 25; I = 0.001; J = 0.0001; \nu = 5; E_{ext}(t_0) = 3E_{max}; t_f = 4$

Lutetia : Land-use Initialization

Initial distribution of Actives and Employments around governance centers at positions $\vec{x}_i$ by

$$A(\vec{x}) = A_{max} \cdot \exp\left(\frac{\|\vec{x} - \vec{x}_i\|}{r_A}\right) ; E(\vec{x}) = E_{max} \cdot \exp\left(\frac{\|\vec{x} - \vec{x}_i\|}{r_E}\right)$$

Lutetia : Transportation

Transportation module : computation of flows ϕ_{ij} by solving on p_i, q_j by a fixed point method (Furness algorithm), the system of gravital flows

$$\begin{cases} \phi_{ij} = p_i q_j A_i E_j \exp\left(-\lambda_{tr} d_{ij}\right) \\ \sum_k \phi_{kj} = E_j ; \sum_k \phi_{ik} = A_i \\ p_i = \frac{1}{\sum_k q_k E_k \exp\left(-\lambda_{tr} d_{ik}\right)} ; q_j = \frac{1}{\sum_k p_k A_k \exp\left(-\lambda_{tr} d_{kj}\right)} \end{cases}$$

Trajectories then attributed by effective shortest path, and corresponding congestion c obtained (no Wardrop equilibrium).
Speed of network given by BPR function $v(c) = v_0 \left(1 - \frac{c}{\kappa}\right)^{\gamma_c}$. Congestion not used in current studies (infinite capacity κ).

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Lutetia : Land-use Evolution

Land-Use module : we assume that residential/employments relocations are at equilibrium at the time scale of a tick, that corresponds to transportation infrastructure evolution time scale which is much larger (Bretagnolle, 2009).

We take a Cobb-douglas function for utilities of actives/employments at a given cell

$$U_i(A) = X_i(A)^{\gamma_A} \cdot F_i(A)^{1-\gamma_A} ; F_i(A) = \frac{1}{A_i E_i}$$

$$U_j(E) = X_j(E)^{\gamma_E} \cdot F_j(E)^{1-\gamma_E} ; F_j(E) = 1$$

where $X_i(A) = A_i \cdot \sum_j E_j \exp\left(-\lambda \cdot d_{ij}\right)$ and $X_j(E) = E_j \cdot \sum_i A_i \exp\left(-\lambda \cdot d_{ij}\right)$.

Relocations are then done deterministically following a discrete choice model :

$$A_i(t+1) = \sum_i A_i(t) \cdot \frac{\exp\left(\beta U_i(A)\right)}{\sum_i \exp\left(\beta U_i(A)\right)}$$

$$E_j(t+1) = \sum_j E_j(t) \cdot \frac{\exp\left(\beta U_j(E)\right)}{\sum_j \exp\left(\beta U_j(E)\right)}$$

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Lutetia : Network Distance Computation

Effective distances computation

- Euclidian distance matrix $d(i,j)$ computed analytically
- Network shortest paths between network intersections (rasterized network) updated in a dynamic way (addition of new paths and update/change of old paths if needed when a link is added), correspondance between network patches and closest intersection also updated dynamically ; $O(N_{inters}^3)$
- Weak component clusters and distance between clusters updated ; $O(N_{nw}^2)$
- Network distances between network patches updated, through the heuristic of only minimal connexions between clusters ; $O(N_{nw}^2)$
- Effective distances (taking paces/congestion into account) updated as minimum between euclidian time and $\min_{C,C'} d(i,C) + d_{nw}(p_C(i), p'_C(j)) + d(C',j)$; $O(N_{clusters}^2 \cdot N^2)$ [Approximed with $\min_C$ only in the implementation, consistent within the interaction ranges ~ 5 patches taken in the model].

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