

# An evolutionary theory for the spatial dynamics of urban systems worldwide

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Co-evolution of cities and networks  
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# How to explain urban growth?

- Apparent direct **causes** : intentions/actions from urban actors (policies, locational strategies from firms, residential migrations ...)
- But **statistical observation** (thousands of cities, over centuries) : each city has a probability of growing similar to other cities belonging to the same territorial system

→ “distributed growth” on the long run with many local and temporal fluctuations

"Proportional" growth = growth rates are equiprobable for any city size and not correlated with previous rate

Good fit → double explanatory gain:

- Persistancy of urban spatial patterns and hierarchies
- The statistical shape of urban sizes distribution (Zipf's law or lognormal  $\simeq$  H. Simon  $\neq$  P. Krugman) as generated from growth process

[Gibrat, 1931] [Robson, 1973] [Pumain, 1982]

*A satisfying proxy but some empirical contradiction*

- ① The observed distributions of city sizes (actually: settlement sizes including hamlets, villages, towns and SMAs) are lognormal (evidence from [Robson, 1973], [Pumain, 1982], [Eeckhout, 2004], [Decker et al., 2007])
- ② Gibrat's growth model leads to a lognormal distribution of city sizes
- ③ but Gibrat's growth model hypothesis are rejected (correlation between growth rates and city size, correlation between successive growth rates)

## *Innovation diffusion and spatial integration of urban systems*

- In new urban systems, as in USA, there is a spatial filling process that occur through waves of urban growth (urban Frontier) corresponding to the diffusion of economic cycles
- In mature urban systems, like in France, the innovations diffusion reaches cities that are not spatially regularly arranged but already experienced other growth periods according to distinct cycles of urban specialisation

# Evolutionary urban theory and scaling laws

*Linking scaling laws to a geographical model of urban growth with spatial interaction and innovation cycles*

- We suggest to replace a generic statistical model of growing independent entities (Gibrat's urban growth model) by a model of spatially and temporally interdependent entities (i.e. the geographical concept of "system of cities" or "settlement system")
- It reproduces the observations on differential scaling parameters for urban activities according to their age in innovation cycles [Favaro and Pumain, 2011]
- It also makes explicit the multilevel dynamics of interurban competition for capturing innovation, which may itself generate new innovation through interurban emulation, within an evolutionary perspective

# Testing the evolutionary urban theory

*How are stylized facts on systems of cities robust and general ?*

→ empirical study with the new Global Human Settlement layer dataset

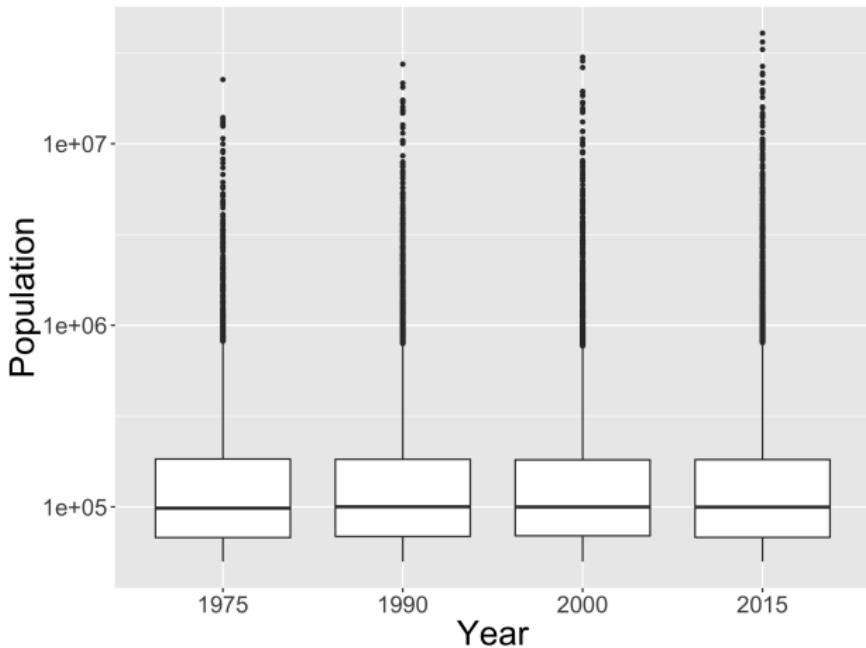
*How can dynamical models of urban systems be applied in the context of the evolutionary urban theory ?*

→ test of six dynamical models, based on geographical interactions between cities but different dimensions, on different systems of cities and worldwide

# A new source of data on global urbanization

- GHSL (Global Human Settlement Layer) : GEO Human Planet Initiative (European Commission)
- Built up area from satellite images 40 m + population data 250 m  
→ 1 km<sup>2</sup> grid
- 13 000 urban areas > 50 000 inhab.
- Surface, population in 1975, 1990, 2000, 2015
- GDP, Green surfaces, Pollutants 1990-2015

# Population distributions



*Temporal stability of the shape of global population distribution*

# Urban systems summary

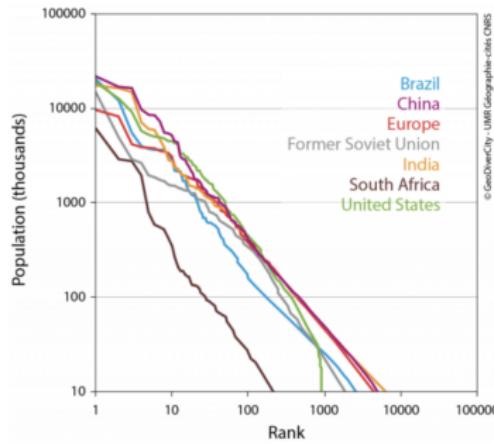
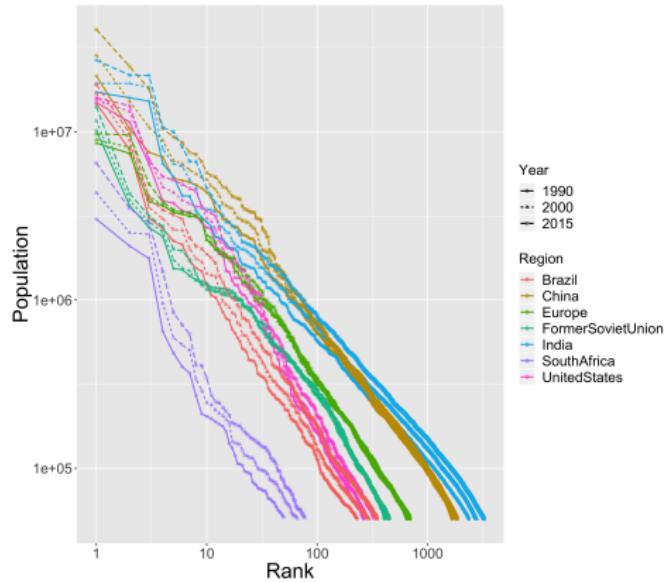
*Summary statistics in 2015 for urban systems [Pumain et al., 2015]*

System	Population	Cities	Primacy	Rank-size	R2
Europe	188Mio	693	1.01	$0.94 \pm 0.0026$	0.994
China	567.2Mio	1850	1.66	$0.91 \pm 0.0011$	0.997
Brazil	111.7Mio	349	1.95	$0.99 \pm 0.0026$	0.998
India	703.1Mio	3248	1.22	$0.78 \pm 0.0009$	0.996
South Africa	25.3Mio	77	1.85	$1.05 \pm 0.020$	0.974
US	153Mio	324	1.12	$1.16 \pm 0.0054$	0.992
FSU	120.3Mio	450	3.27	$0.92 \pm 0.0062$	0.979

Country	Number of cities*	Rank-size slope	Primacy index (P1/P2)	Number of macrocephalic cities	Total urban population (millions)
Brazil	2615	0.88	2	2	161
FSU	1929	1.10	3	0	173.5
India	5121	0.95	1.1	3	427
China	9294	0.80	1.3	0	481
South Africa	220	1.15	2	4	25
Europe	4413	0.96	1.2	2	291
United States	909	1.23	1.5	0	287

# Urban systems hierarchy

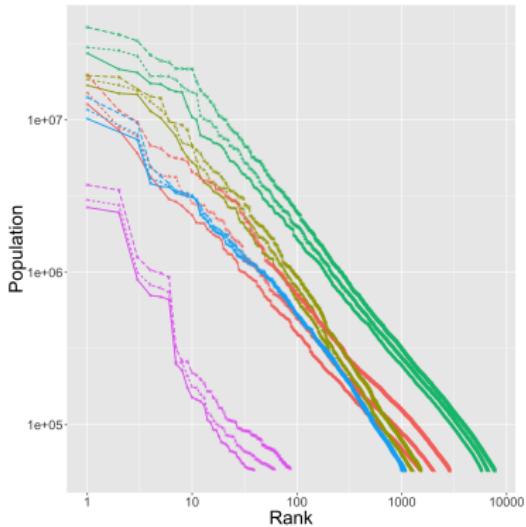
Reproducing results of [Pumain et al., 2015] for large urban systems



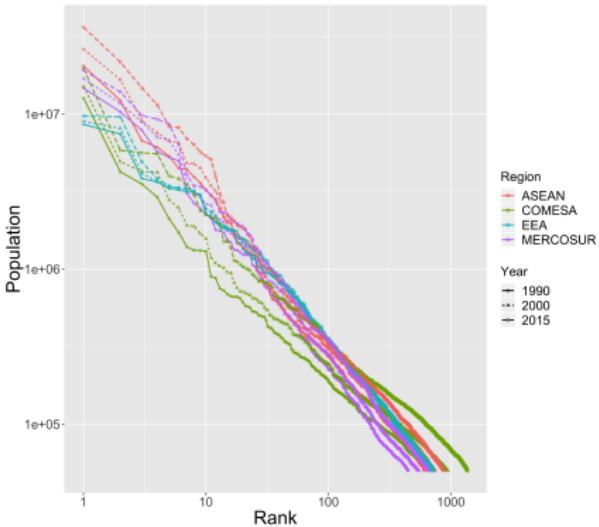
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→ Robustness of qualitative stylized facts to the database

# Rank-size by continents or trade areas



Region  
Africa  
America  
Asia  
Europe  
Oceania  
Year  
— 1990  
- - - 2000  
- - - 2015



Region  
ASEAN  
COMESA  
EEA  
MERCOSUR  
Year  
— 1990  
- - - 2000  
- - - 2015

→ Possibility to extend analysis to other consistent geographical ensembles

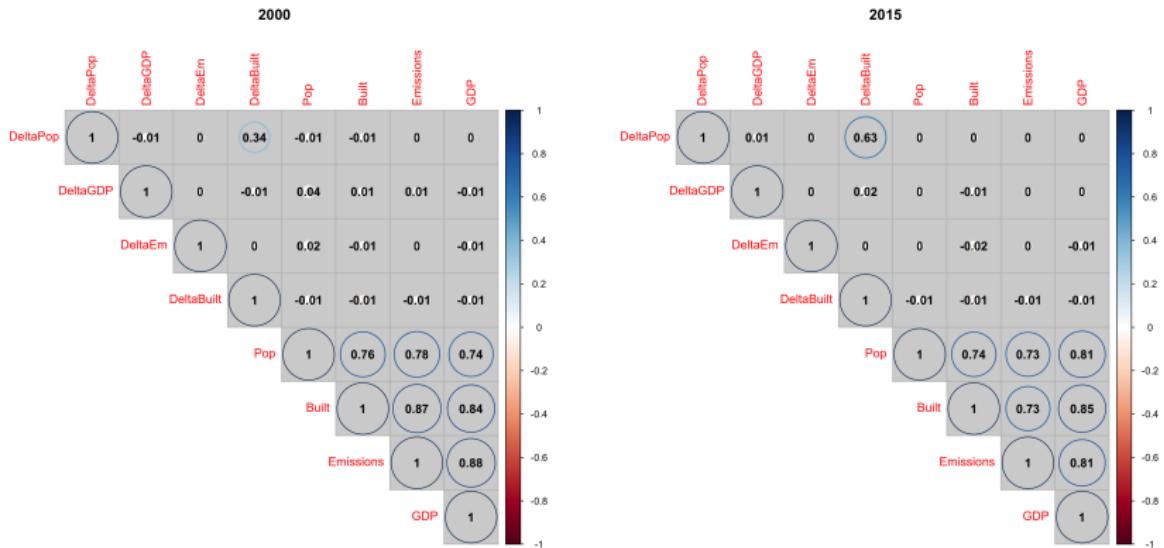
## Rank-size by continents or trade areas

System	Population	Cities	Primacy	Rank-size	R2
Europe	288Mio	1067	1.45	$0.93 \pm 0.003$	0.991
America	547Mio	1521	1.02	$1.02 \pm 0.002$	0.996
Asia	2143Mio	7737	1.12	$0.87 \pm 0.0004$	0.998
Africa	585Mio	2876	1.70	$0.78 \pm 0.0008$	0.997
Oceania	19Mio	86	1.08	$0.91 \pm 0.027$	0.926

System	Population	Cities	Primacy	Rank-size	R2
ASEAN	293Mio	874	1.67	$0.92 \pm 0.003$	0.993
MERCOSUR	220Mio	657	1.37	$1.00 \pm 0.0016$	0.998
COMESA	252Mio	1367	3.39	$0.72 \pm 0.0014$	0.995
EEA	194Mio	720	1.01	$0.94 \pm 0.0026$	0.994

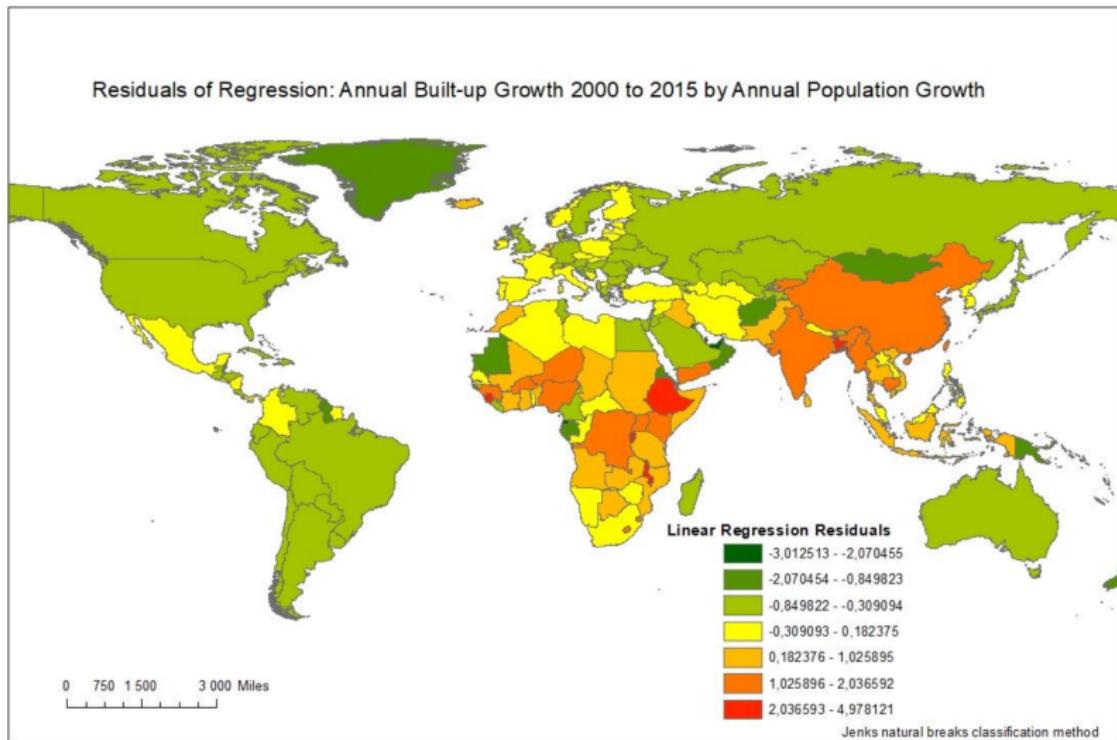
→ similar qualitative patterns, but different thematic questions can be tackled

# Correlations between urban indicators



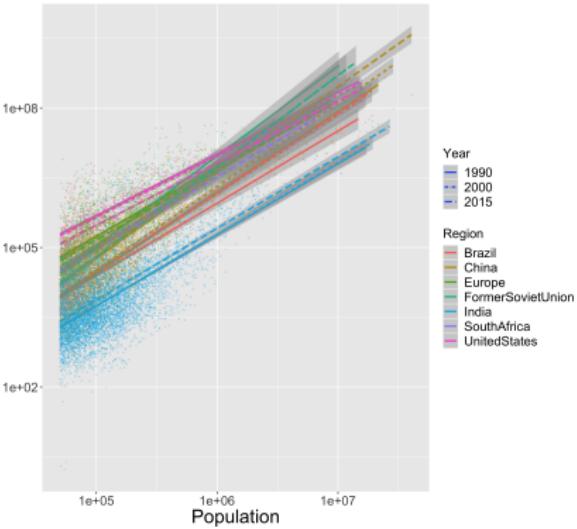
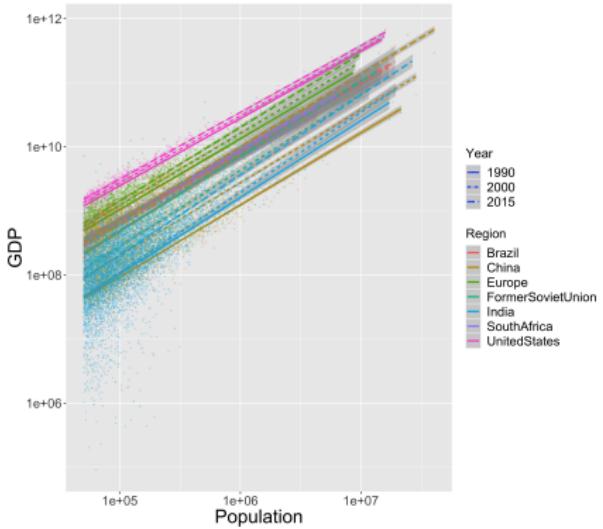
→ no apparent deviation to Gibrat's law with this dataset (importance of definition of cities in scaling laws [Cottineau et al., 2017])

# Linking urban growth and built-up area growth

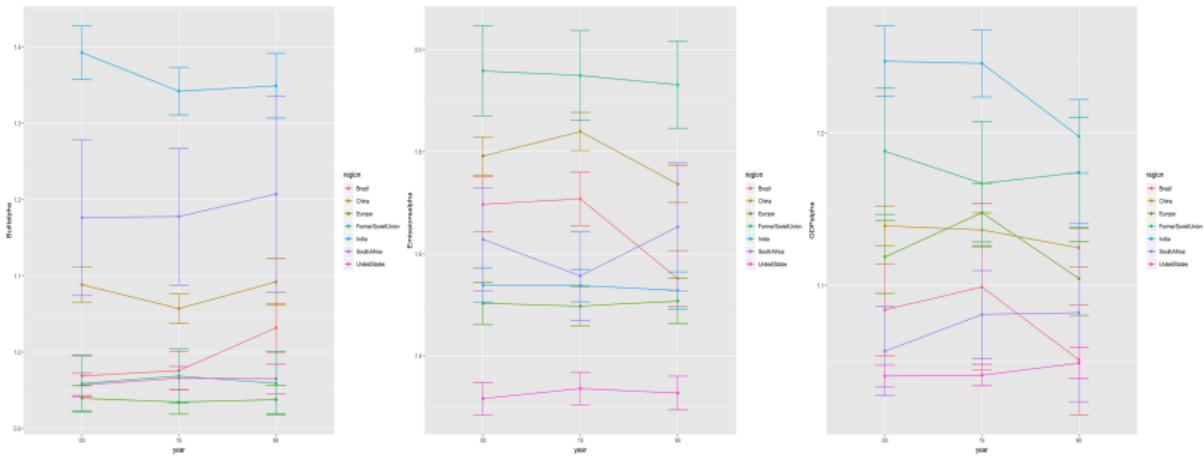


*Geographical structure in the relation between population growth and built-up area growth*

# Scaling laws



# Evolution of scaling exponents



*All indicators are stable in their confidence range*

## Summary of scaling exponents

System	Built-up area	GDP	Emissions
Europe	$0.93 \pm 0.016$ (0.83)	$1.15 \pm 0.019$ (0.83)	$1.50 \pm 0.038$ (0.69)
China	$1.06 \pm 0.019$ (0.62)	$1.14 \pm 0.011$ (0.85)	$1.84 \pm 0.037$ (0.57)
Brazil	$0.98 \pm 0.025$ (0.81)	$1.10 \pm 0.055$ (0.54)	$1.71 \pm 0.053$ (0.75)
India	$1.34 \pm 0.031$ (0.36)	$1.25 \pm 0.022$ (0.50)	$1.54 \pm 0.031$ (0.42)
S. Africa	$1.18 \pm 0.090$ (0.69)	$1.08 \pm 0.028$ (0.95)	$1.56 \pm 0.087$ (0.81)
US	$0.97 \pm 0.015$ (0.92)	$1.04 \pm 0.069$ (0.99)	$1.34 \pm 0.03$ (0.84)
FSU	$0.97 \pm 0.035$ (0.63)	$1.17 \pm 0.041$ (0.65)	$1.95 \pm 0.088$ (0.52)

→ more general, more or less consistent study of scaling ("basic" indicators but on consistent and global geographical areas)

## Scaling by continents or trade areas

System	Built-up area	GDP	Emissions
Europe	$0.93 \pm 0.016$ (0.76)	$1.12 \pm 0.024$ (0.67)	$1.58 \pm 0.039$ (0.61)
America	$1.11 \pm 0.030$ (0.48)	$1.23 \pm 0.027$ (0.57)	$1.69 \pm 0.041$ (0.53)
Asia	$1.32 \pm 0.022$ (0.32)	$1.30 \pm 0.016$ (0.47)	$1.78 \pm 0.024$ (0.42)
Africa	$1.57 \pm 0.049$ (0.26)	$1.45 \pm 0.043$ (0.29)	$2.04 \pm 0.054$ (0.33)
Oceania	$2.56 \pm 0.44$ (0.28)	$1.95 \pm 0.32$ (0.33)	$2.97 \pm 0.44$ (0.34)

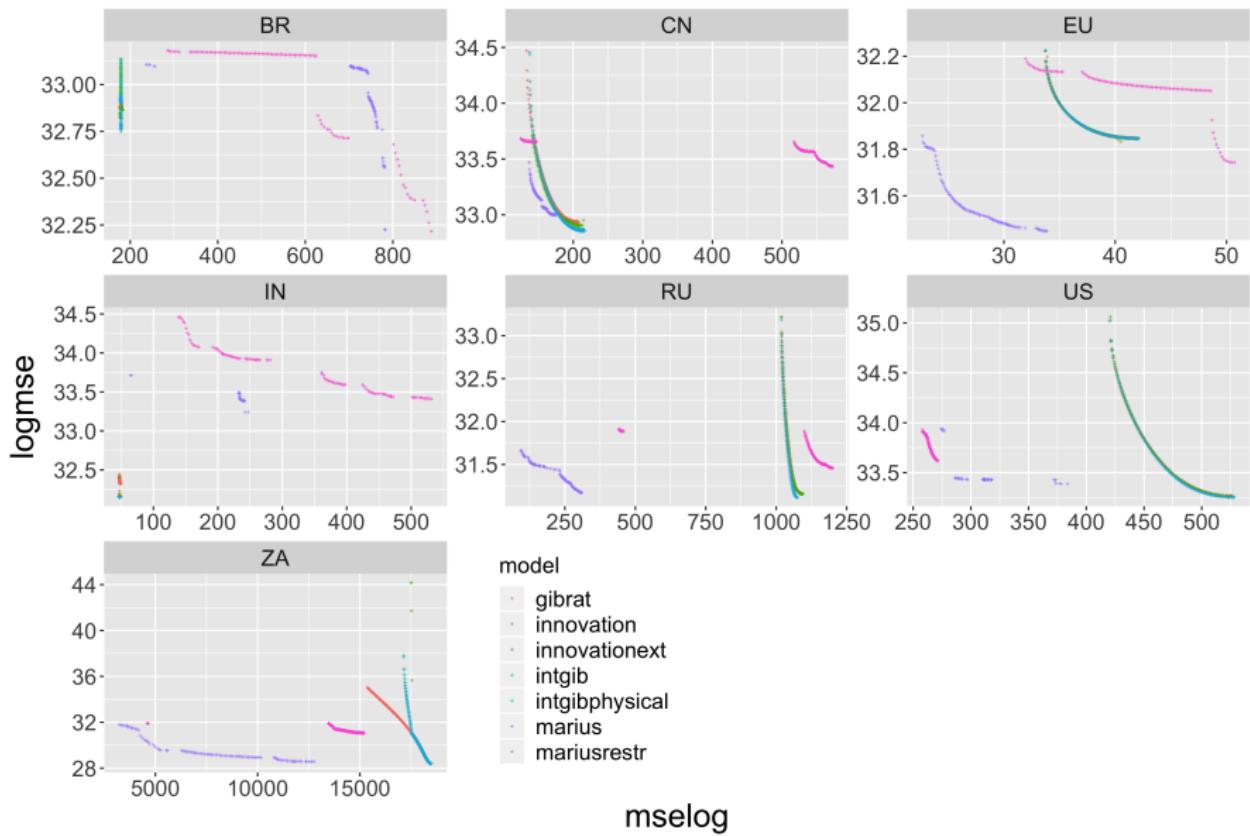
System	Built-up area	GDP	Emissions
ASEAN	$1.26 \pm 0.049$ (0.43)	$1.23 \pm 0.041$ (0.51)	$1.75 \pm 0.067$ (0.44)
MERCOSUR	$1.04 \pm 0.040$ (0.50)	$1.15 \pm 0.035$ (0.62)	$1.72 \pm 0.050$ (0.64)
COMESA	$1.65 \pm 0.074$ (0.26)	$1.52 \pm 0.072$ (0.26)	$1.93 \pm 0.085$ (0.28)
EEA	$0.93 \pm 0.015$ (0.84)	$1.15 \pm 0.019$ (0.83)	$1.50 \pm 0.037$ (0.69)

# Dynamical models of urban growth

## *Testing interaction-based dynamical models for urban growth*

- The Favaro-Pumain model for the diffusion of innovation  
[Favaro and Pumain, 2011]
- The Marius model family based on economic exchanges  
[Cottineau, 2014]
- An interaction model including physical transportation networks  
[Raimbault, 2018]

# Calibration of dynamical models on regional systems



# Worldwide calibration of models

Statistical predictability of city growth and size on short time periods

Largest metropolises are not « monstruopolises »

Complexity → proactive adaptive strategies are necessary (imitation, or anticipation and risk), emulation (co-opetition)

Robustness, variation and sustainability of urban systems (neither norm nor optimum)

# Conclusion

# Reserve Slides

# Description of models

## Network interaction model

- Endogenous growth
- Interactions inducing growth through gravity potential
- Static physical network taken into account (geographical shortest path with topography)

## Favaro-Pumain model

- Endogenous growth
- Innovation emerge and diffuse in cities
- Growth rates adapted according to utility of innovation and level of adaptation

## Marius model

- Cities produce economic goods
- Economic exchanges are estimated according to gravity flows
- Populations grow depending on final economic balances

## Models settings

- Work under Gibrat independence assumptions, i.e.  
 $\text{Cov}[P_i(t), P_j(t)] = 0$ . If  $\vec{P}(t+1) = \mathbf{R} \cdot \vec{P}(t)$  where  $\mathbf{R}$  is also independent, then  $\mathbb{E}[\vec{P}(t+1)] = \mathbb{E}[\mathbf{R}] \cdot \mathbb{E}[\vec{P}](t)$ . Consider expectancies only (higher moments computable similarly)
- With  $\vec{\mu}(t) = \mathbb{E}[\vec{P}(t)]$ , we generalize this approach by taking  
 $\vec{\mu}(t+1) = f(\vec{\mu}(t))$

# Network model

Direct network interaction model [Raimbault, 2018]:

Let  $\vec{\mu}(t) = \mathbb{E}[\vec{P}(t)]$  cities population and  $(d_{ij})$  distance matrix

Model specified by

$$f(\vec{\mu}) = r_0 \cdot \mathbf{Id} \cdot \vec{\mu} + \mathbf{G} \cdot \mathbf{1} + \mathbf{N}$$

with

- $G_{ij} = w_G \cdot \frac{V_{ij}}{\langle V_{ij} \rangle}$  and  $V_{ij} = \left( \frac{\mu_i \mu_j}{\sum \mu_k^2} \right)^{\gamma_G} \exp(-d_{ij}/d_G)$
- $N_i = w_N \cdot \sum_{kl} \left( \frac{\mu_k \mu_l}{\sum \mu} \right)^{\gamma_N} \exp(-d_{kl,i})/d_N$  where  $d_{kl,i}$  is distance to shortest path between  $k, l$  computed with slope impedance ( $Z = (1 + \alpha/\alpha_0)^{\eta_0}$  with  $\alpha_0 \simeq 3$ )

Favaro-Pumain model [Favaro and Pumain, 2011]:

- 1) Diffuse innovations according to

$$\delta_{c,i,t} = \frac{\sum_j p_{c,j,t-1}^{s_c} \exp(-\lambda_s d_{ij})}{\sum_c \sum_j p_{c,j,t-1}^{s_c} \exp(-\lambda_s d_{ij})}$$

- 2) Update population with  $G_{ij}$  (see network model) such that

$$V_{ij} = \frac{p_i p_j}{(\sum_k p_k)^2} \exp(-\lambda_m d_{ij} \prod_c \delta_{c,i}^{\phi_c})$$

with  $\phi_c = \sum_i p_{i,c} / \sum_{i,c} p_{i,c}$

- 3) Introduce innovation with utility  $s_{c+1} = g_0 \cdot s_c$  in a randomly chosen city with a hierarchy parameter  $\alpha_l$ , if global adoption share  $\phi_c$  is larger than a threshold  $\theta_l$ . Initial utility  $s_0$  is a parameter. New innovation has an initial penetration rate  $r_l$  in the city.

# Economic exchanges

Marius model [?]:

Initial wealth as a power law of population (exponent  $\alpha_W$ )

- 1) Update supply and demands as superlinear functions of population (exponents  $\alpha_S, \alpha_D$ )
- 2) Exchange goods according to a gravity potential of interaction (distance decay  $d_M$ ), supplies and demands; update wealth accordingly
- 3) Update population such that population difference is a power law of wealth difference (economic multiplier  $e_M$  and exponent  $\alpha_P$ )

- ① Gibrat model: 1 param.  $r_0$
- ② Direct interaction model (geographical distance): 4 param.  
 $r_0, w_G, \gamma_G, d_G$
- ③ Physical network interaction model (topographical distance: 4 param.  $r_0, w_G, \gamma_G, d_G$ )
- ④ Innovation diffusion model (simplified): 4 param.  $r_0, w_I, \lambda_s, \lambda_m$   
(other parameters at default values from  
[Favaro and Pumain, 2011])
- ⑤ Innovation diffusion model (full): 9 param.  
 $r_0, w_I, \lambda_s, \lambda_m, s_0, g_0, r_I, \alpha_I, \theta_I$
- ⑥ Restricted Marius model: 4 param.  $e_M, \alpha_S, \alpha_D, d_M$
- ⑦ Marius model: 6 param.  $e_M, \alpha_S, \alpha_D, d_M, \alpha_W, \alpha_P$

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