

Decoding the city: Data, Future Cities, Megapolises, and Urbanism

Liubov Tupikina
LPI, Paris, France, Bell labs

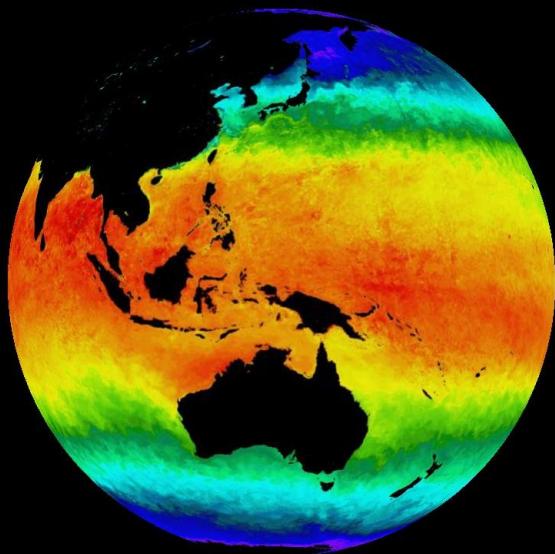
Who am I?

Researcher at CRI Paris France, BellLabs
#mathematics #physics #computer science
Phd in Theoretical physics

Cofounder [City Interaction lab](#),
Lecturers without borders lewibo.org
CorrelAid Paris, Interaction data lab (at cri-paris.org)
Lecturer at digital masters (LPI Paris)

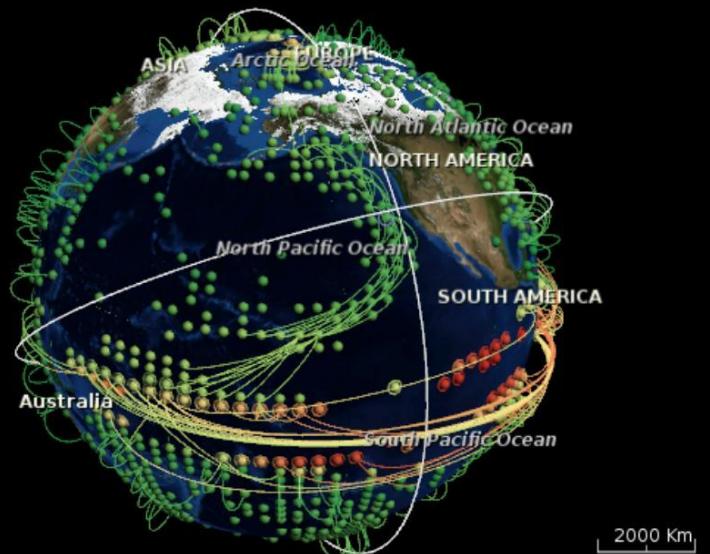
Social media X: @[luyibov](#)

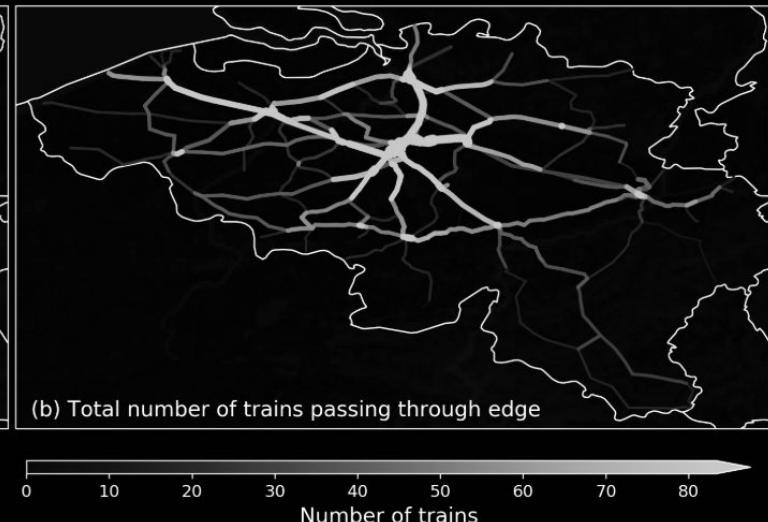




Research path?

Moscow State University - Humboldt University, Potsdam Climate Institute
-
Complex Systems Institute, Mallorca, Spain - Utrecht University - Ambrosys, Germany - Uruguay University - Polytechnique, France





Transport in networks Nature Comm. (2020)

Modelling railway delay <https://arxiv.org/abs/2105.061>

City evolution in time

C.Lagesse, L.Tupikina, P.Bauman

Shared bike systems

<https://github.com/Liyubov/bike-sharing>

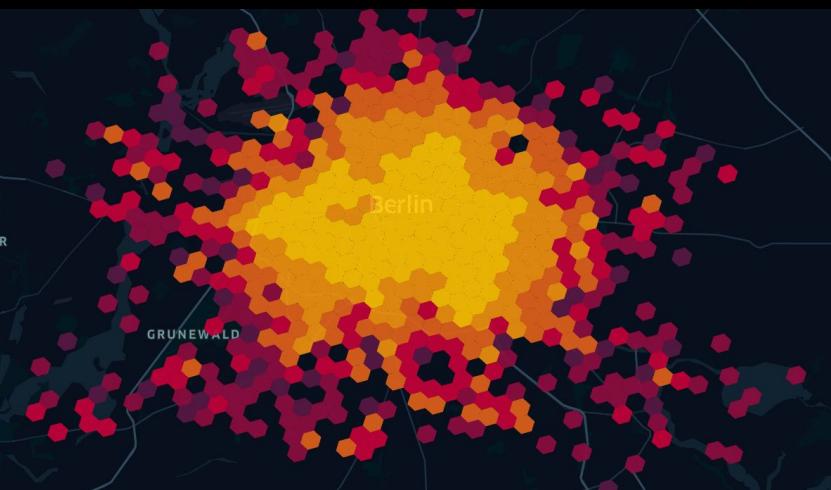
Citizen science city analysis

https://github.com/correlaid-paris/citizen_science_in_ralist

Analysis of innovations in science
cri-paris.org

Closed cities ZATOs

<https://theterraforming.strelka.com/>



Your background?

Today's course topics

Complexity science

theory

Data science and network theory used in urbanism and architecture

Projects on city systems: participatory practice with citizens

practice

Discussions about papers

Course topics

Complexity Science

self organised transport, systems thinking, city as a complex system [Paper 1](#)

Data Science

for cities, and its limitations [Paper 2](#)

OECD report: participatory governance

[Report](#) link

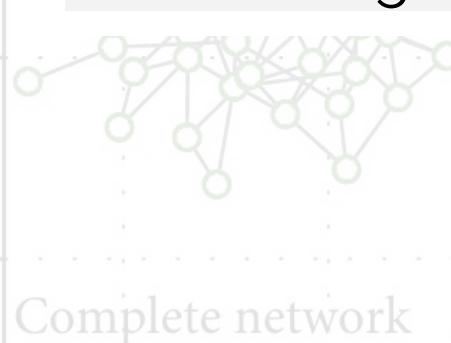
Part 1

Complexity science

Complexity science



1. Complex system: introduction to basic concepts and properties
2. Modeling complexity
3. Tackling complexity with AI



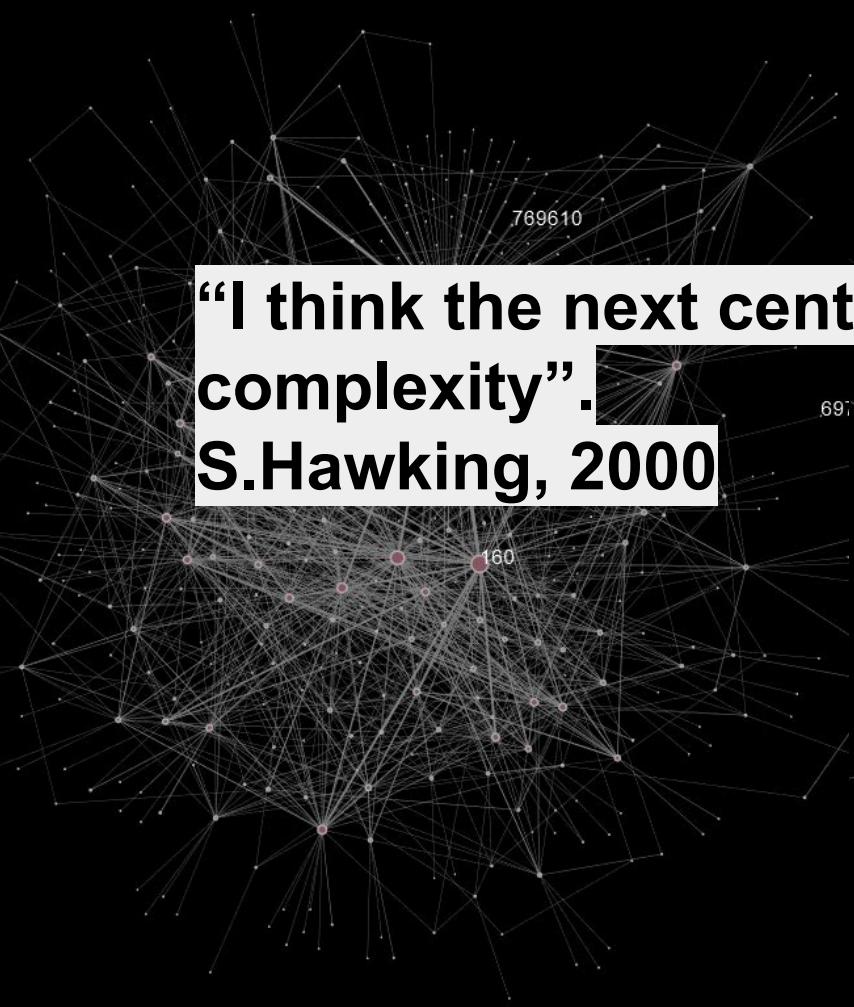
Complete network

$EI = \text{determinism} - \text{degeneracy}$

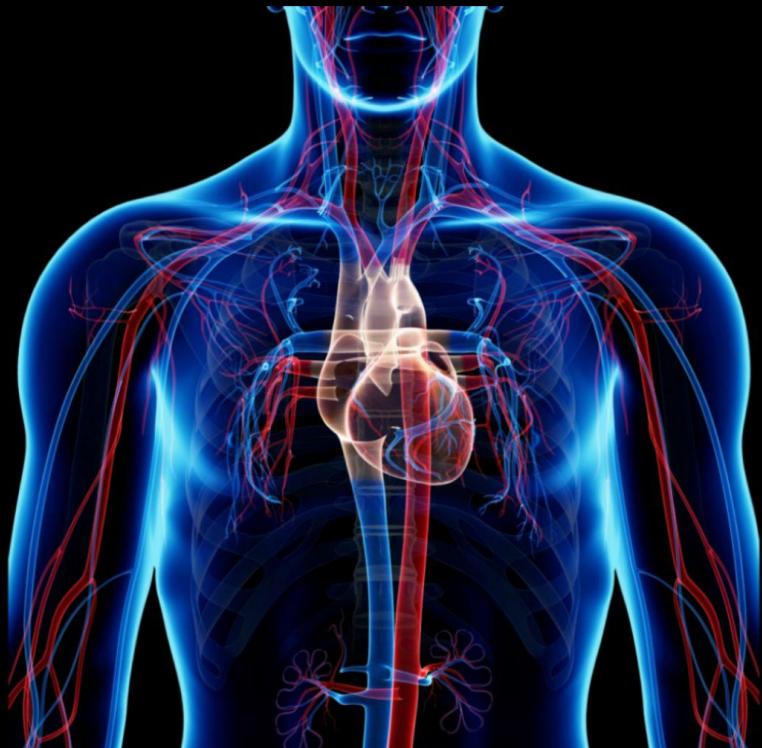
1. Complex system: introduction to basic concepts and properties

1. Definitions and methodologies
2. Basal laws and predictability
3. Emergence of complexity out of simplicity: When simple laws leads to unpredictability
4. Emergence of stability out of complexity
5. Tipping points
6. Resilience
7. The place of systems science across academic disciplines

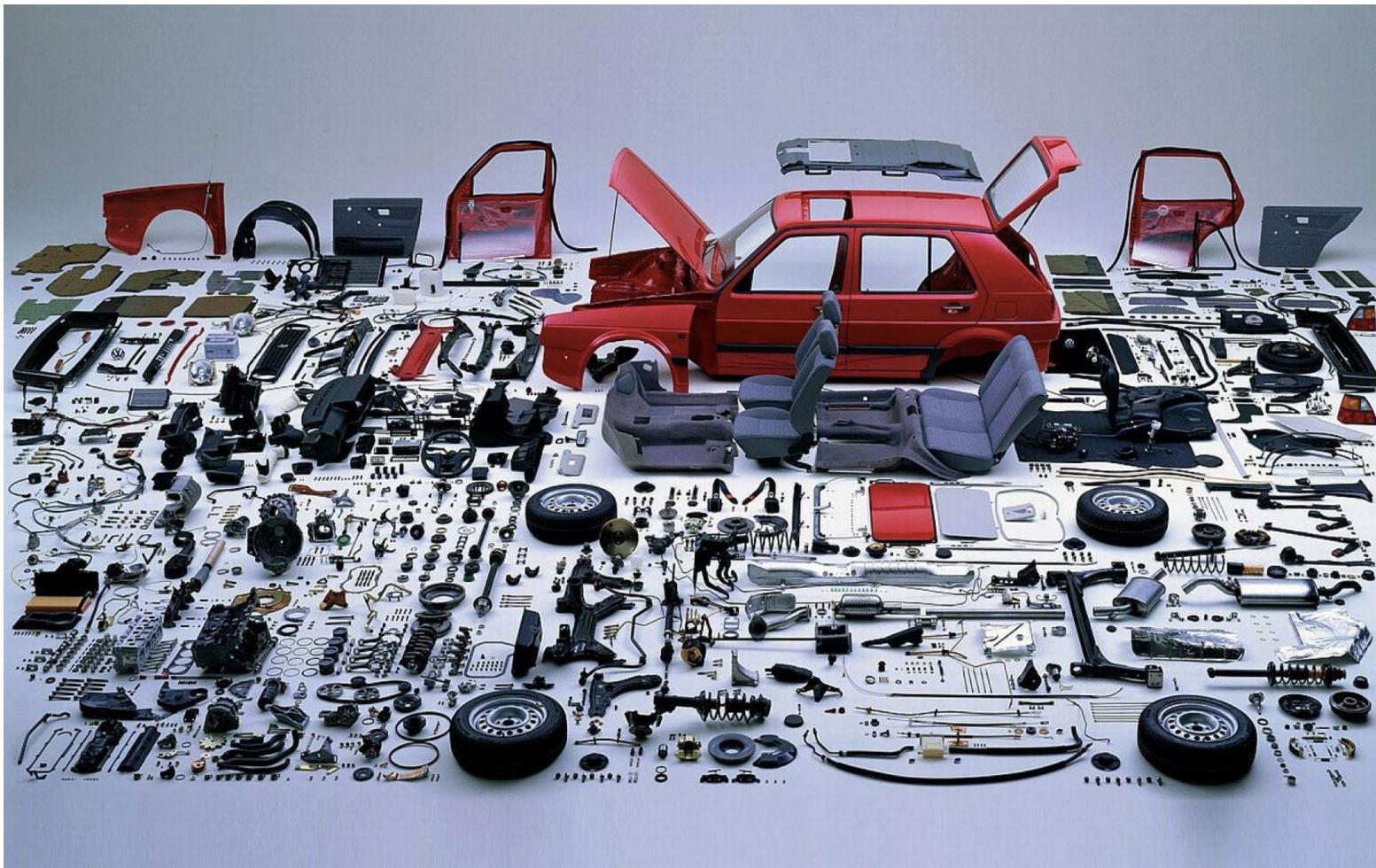
**"I think the next century will be the century of complexity".
S.Hawking, 2000**

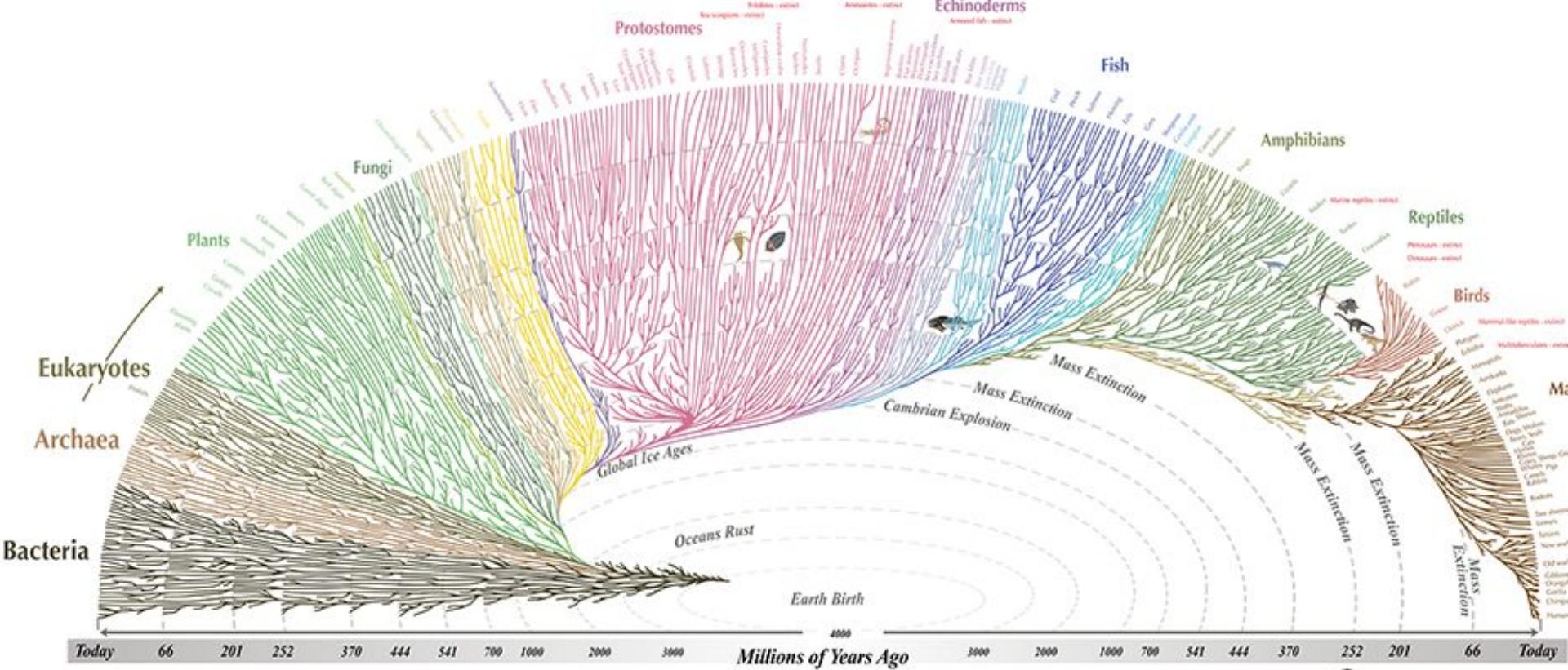


What is a system?



The whole is greater than the sum of the parts





All the major and many of the minor living branches of life are shown on this diagram, but only a few of those that have gone extinct are shown. Example: Dinosaurs - extinct



© 2008, 2017 Leonard Escofet
evolutiontree.com



Emergence of complexity out of simplicity: When simple laws leads to unpredictability

Paradox:
a system can be deterministic and yet
unpredictable

Predictability of various systems

“The “[butterfly effect](#)”: a small change in one state of a [deterministic nonlinear system](#) can result in large differences in a later state.

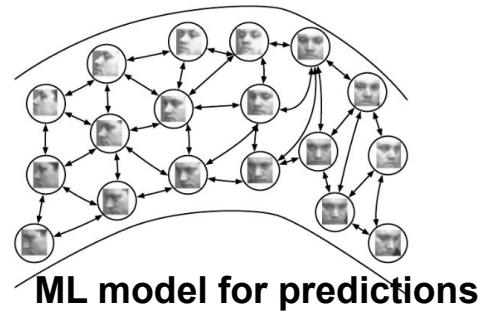


Double pendulum

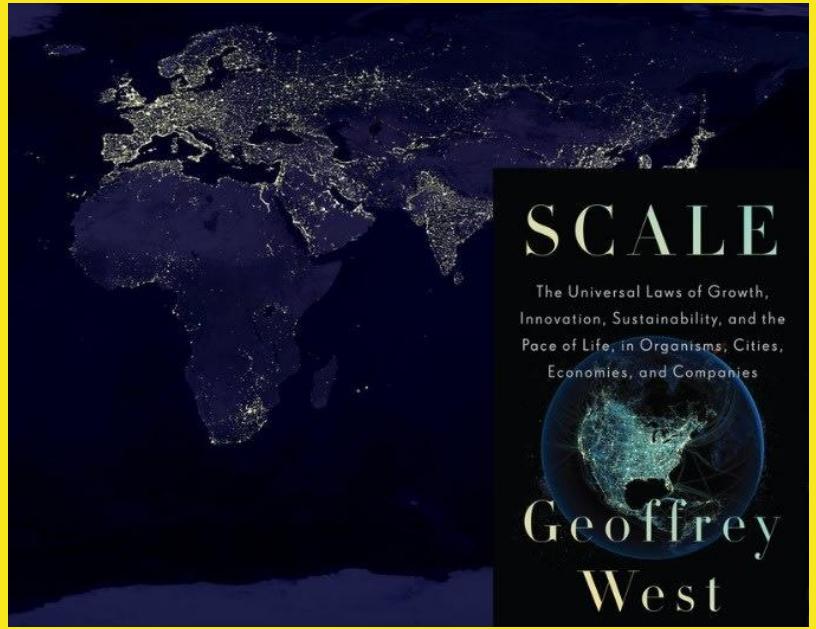
Predictability of various systems

Prediction of the multidimensional system state given some data:
E.g. number of cars, roads in a system etc.

But even best AI model may not be able to predict its state due to systems properties



Double pendulum

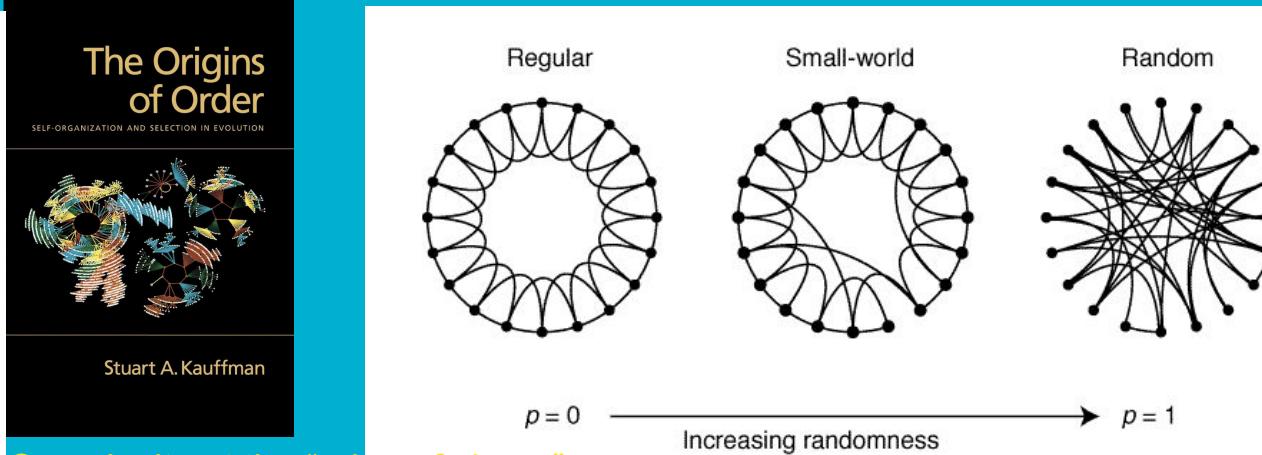
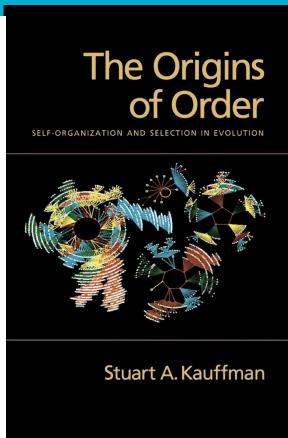
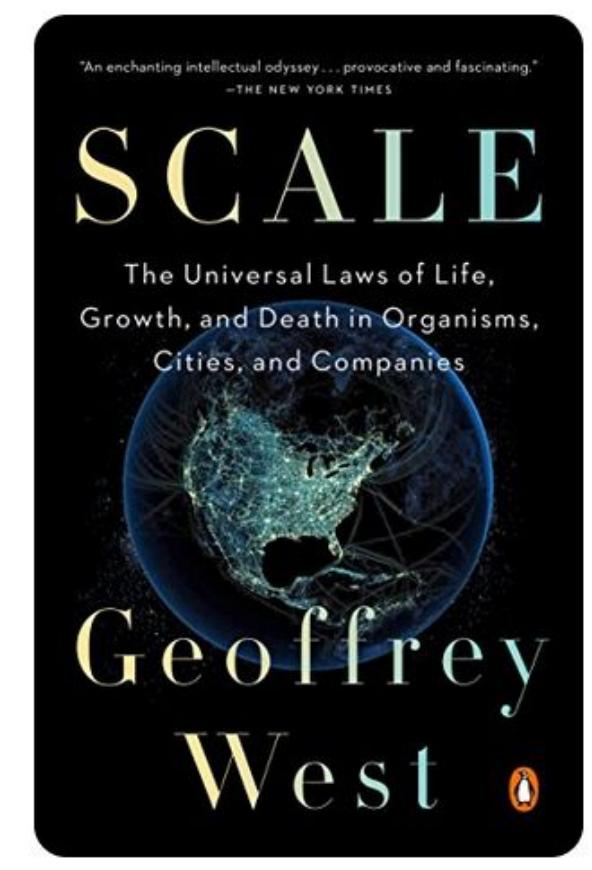


Problems of cities

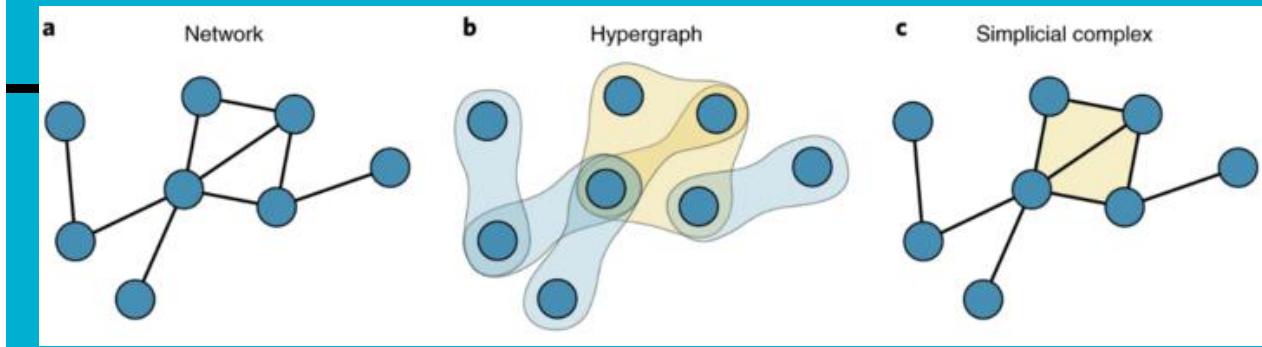
Non-equilibrium, open system

**L.Bettencourt, G. West
(Santa Fe)
“A unified theory of urban living”, Nature
(2010)**

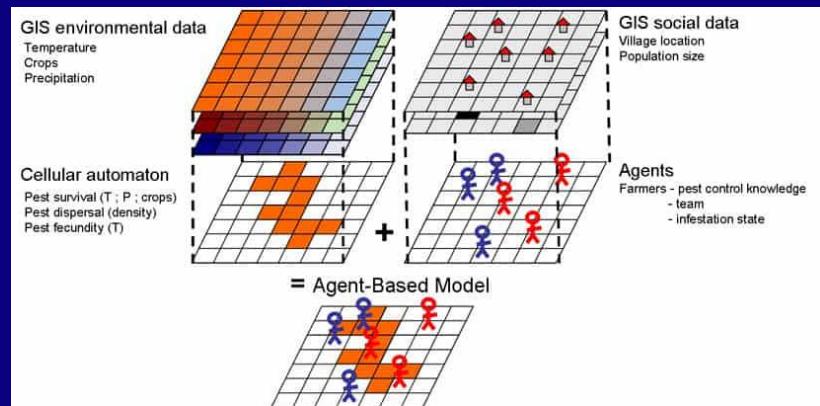
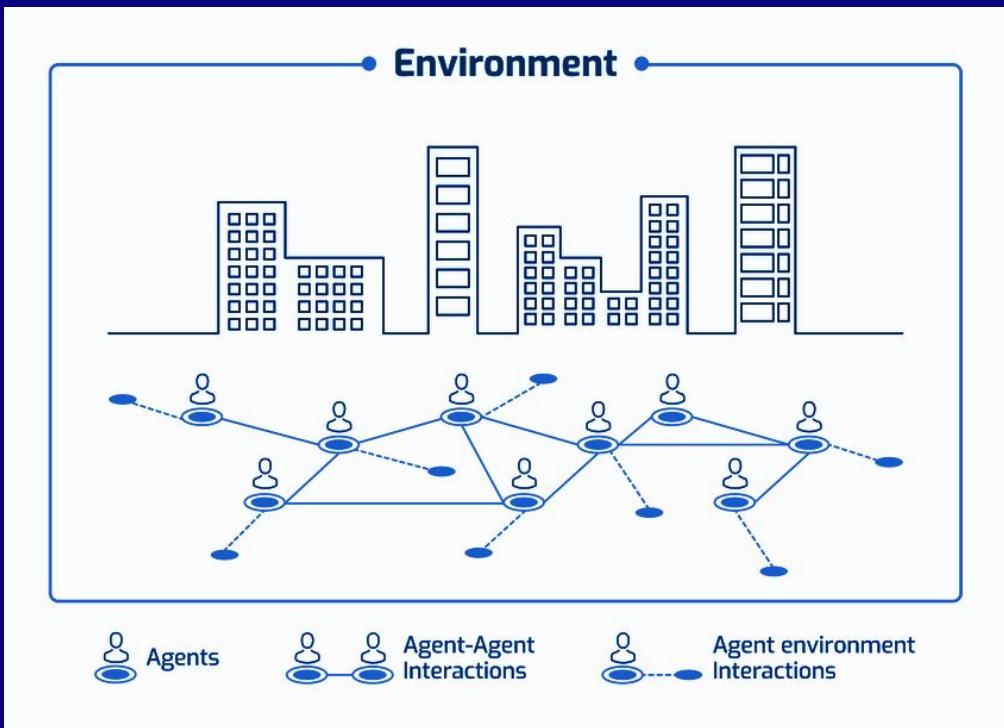
Complex systems and networks as a tool to study cities



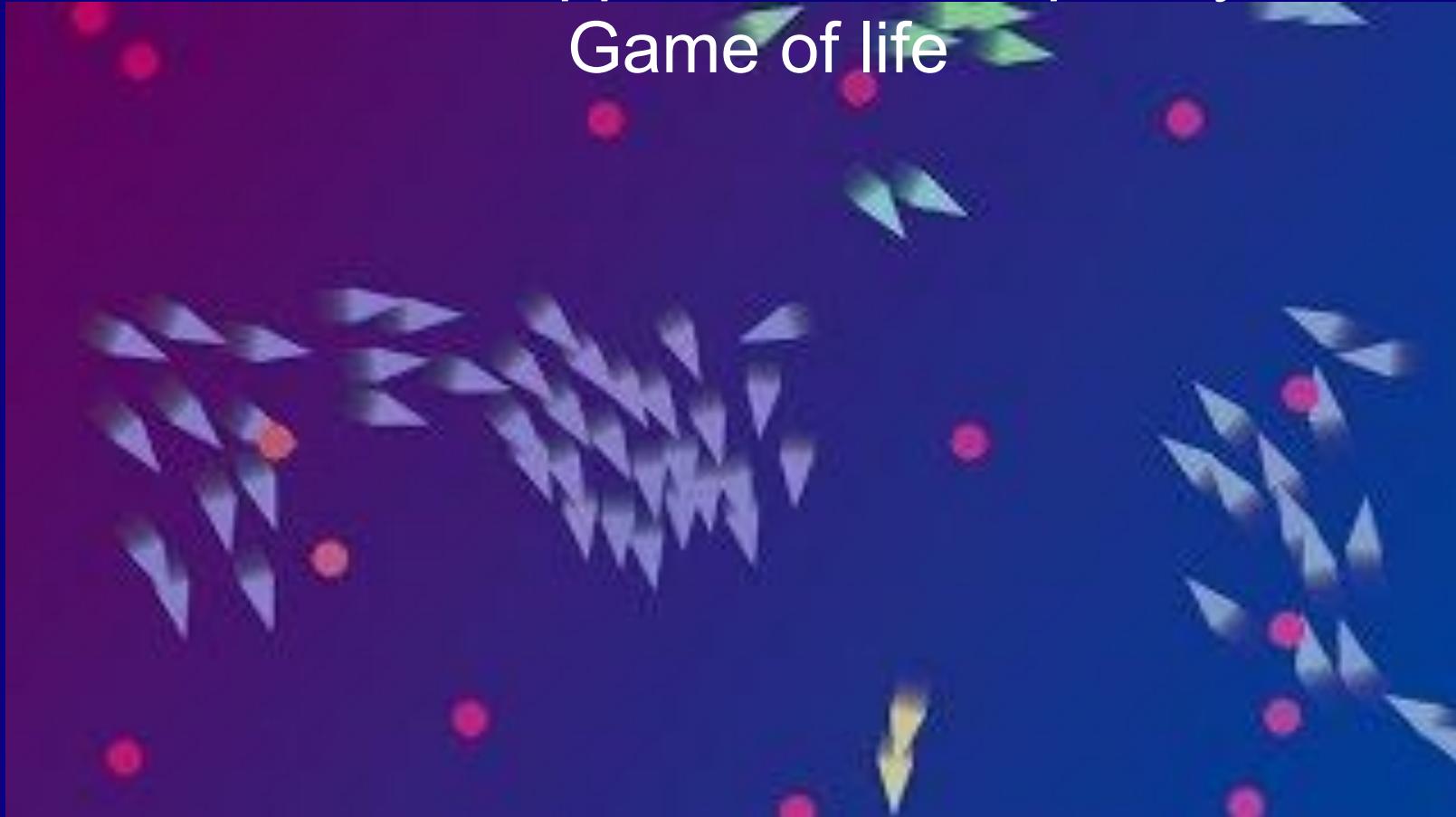
Complexity at the “edge of chaos”



Another approach to complexity: Agent based modeling

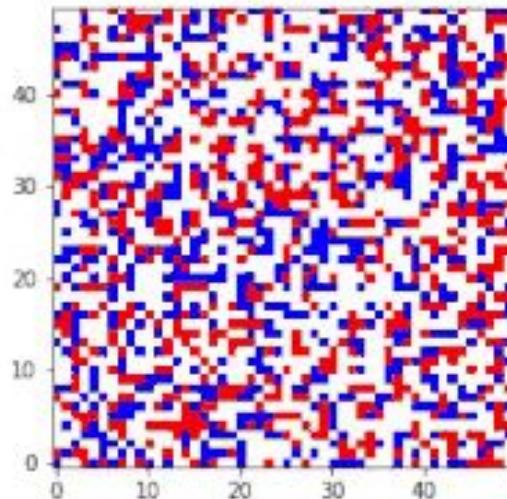


Another approach to complexity: Game of life

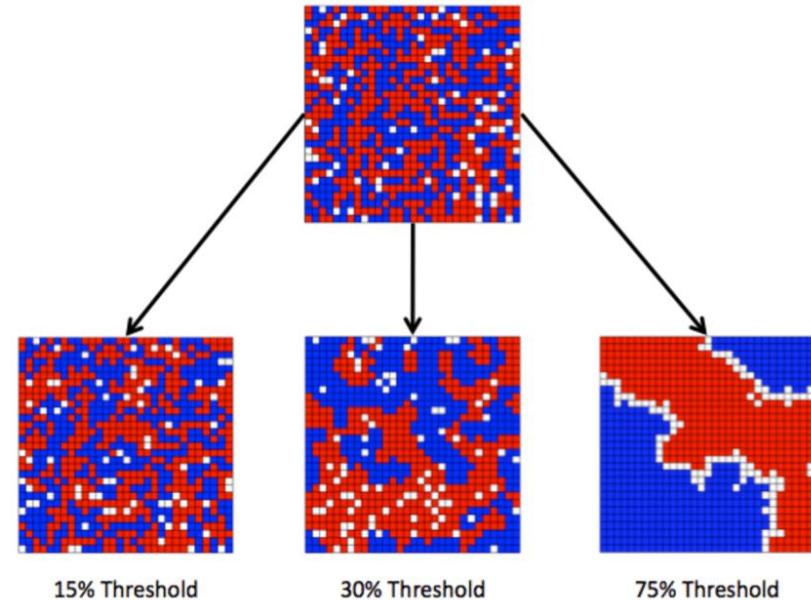


Emergence and self-organisation

Swarm dynamics and Shelling model for segregation

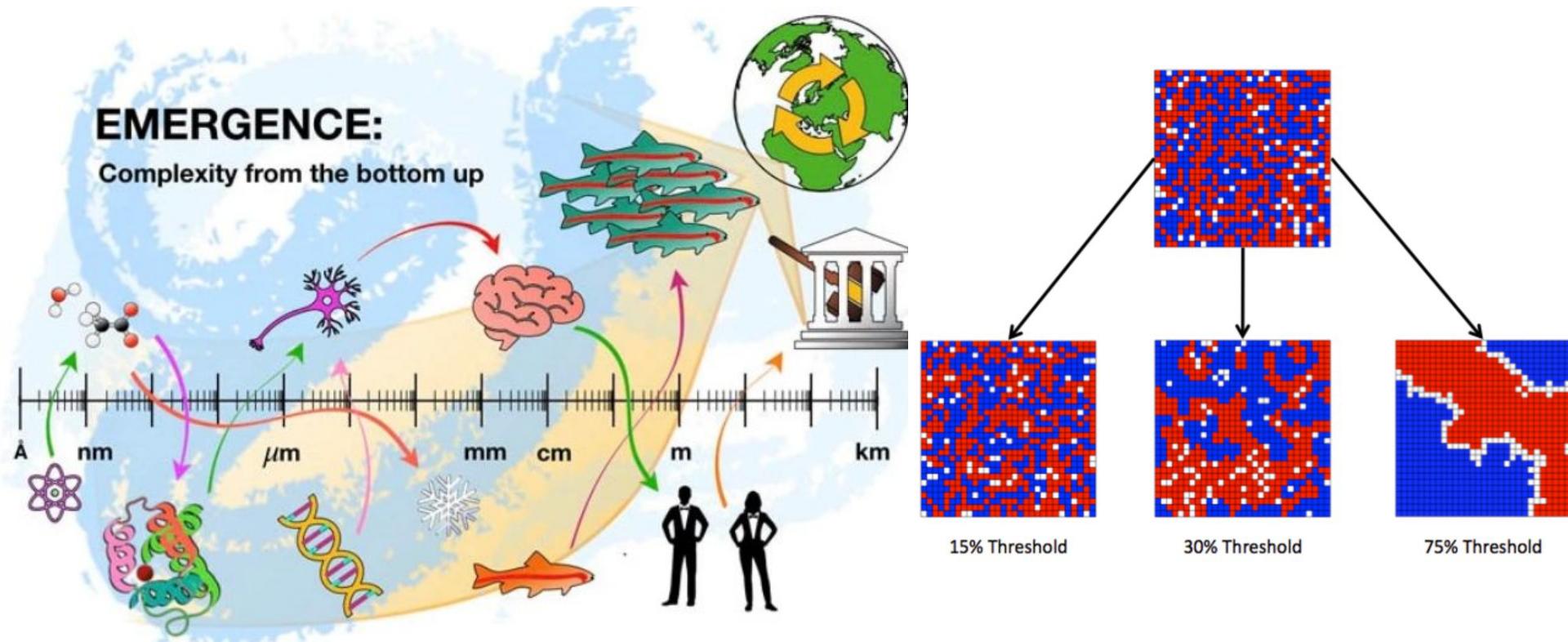


Agents will move at each step until the fraction of neighbors that are from their own group is greater than B , $B \geq B_{\text{seg}} \approx 1 / 3$ leads to the groups segregating themselves



Emergence and self-organisation

Swarm dynamics and Shelling model for segregation



Try it yourself as GAMA platform

Emergence and self-organisation: Agent based models for transportation and social systems

The screenshot shows the AnyLogic software interface. The top menu bar includes File, Edit, Search, Views, Model, Help, and a status bar indicating "Minimum duration of a cycle 0.1s". The left sidebar displays the project structure under "Models" and "Fields". The main workspace shows a code editor with the following GAML code:

```
library_weighted.gaml - modeling/agent-based-topology/agent-movement/models/agent_weighted_network.gaml - name

File Edit Search Views Model Help
Minimum duration of a cycle 0.1s

Models
test_Model.gaml Continuous_Movement.gaml Continuous_Field_of_Vision.gaml Hand

Fields

Follow_Weighted_Lex (AgentBased)
  Data (40 models)
  GAML Syntax (38 models)
  Model Exploration (3 models)
  Models (11 models)
    Model_Caching (11 models)
    Multi_Level_Iceage (4 models)
    Multi_thread_simulation (1 model)
  Spatial_Topology (31 models)
    Agent_movement (10 models)
      Agent movement (10 models)
        Agent movement (10 models)
        Continuous_Field_of_Vision.gaml (1 experiment)
        Follow_Path.gaml (1 experiment)
        Follow_Weighted_Network (Agent.gaml)
        Goto_Bridge.gaml (1 experiment)
        Goto_Bridge_Highway.gaml (1 experiment)
        Goto_Grid_Mountain.gaml (1 experiment)
        Goto_Grid_Network.gaml (1 experiment)
        Goto_Polygon.gaml (1 experiment)
        Moving_Dog.gaml (5 experiments)
        Moving_Dog_2.gaml (1 experiment)
        Wonder_on_Graph.gaml (1 experiment)
      Fields (1 model)
      Validation X
      Project
      Options
      Errors (4 items)
      Warnings (1 item)
      Information (1600 items)
      Tasks (1 item)

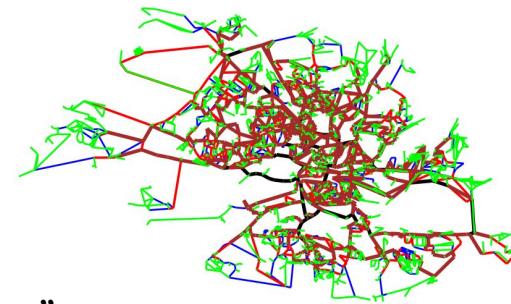
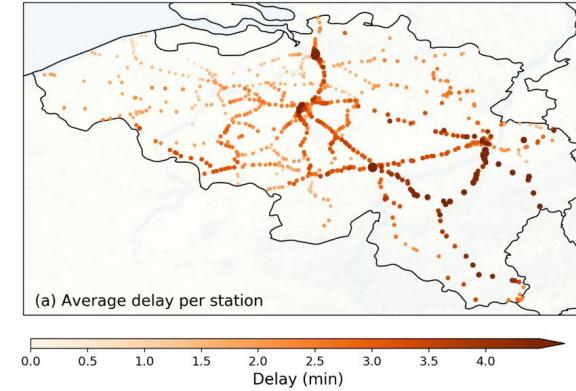
Interactive console >
gaml>
```

Programming behavior



Agents

Project on mapping trees pathways and human trajectories



Dekker “Modelling railway delay propagation as diffusion-like spreading”,
EPJ 2022, Yasgari “The effect of infrastructure on social connectivity”
(CSS 2022), Tupikina et al. “Hidden pathways through city” JC (2023),
Jacquet, Tupikina, 2021 “COVID trajectories” GSI 2021

Part 2

Data science and network theory for urbanism

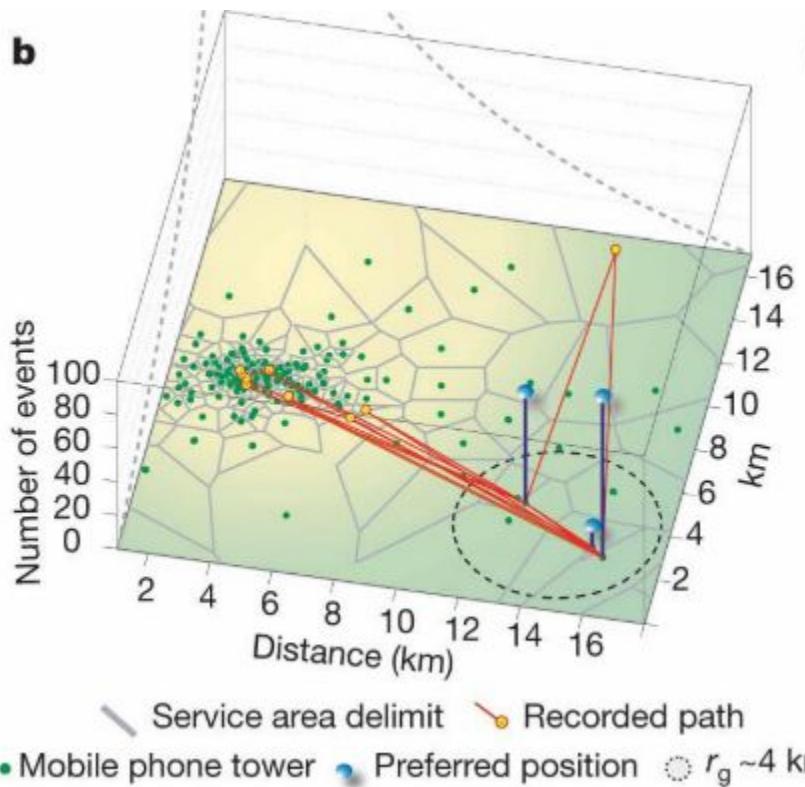
Methods to work with big data



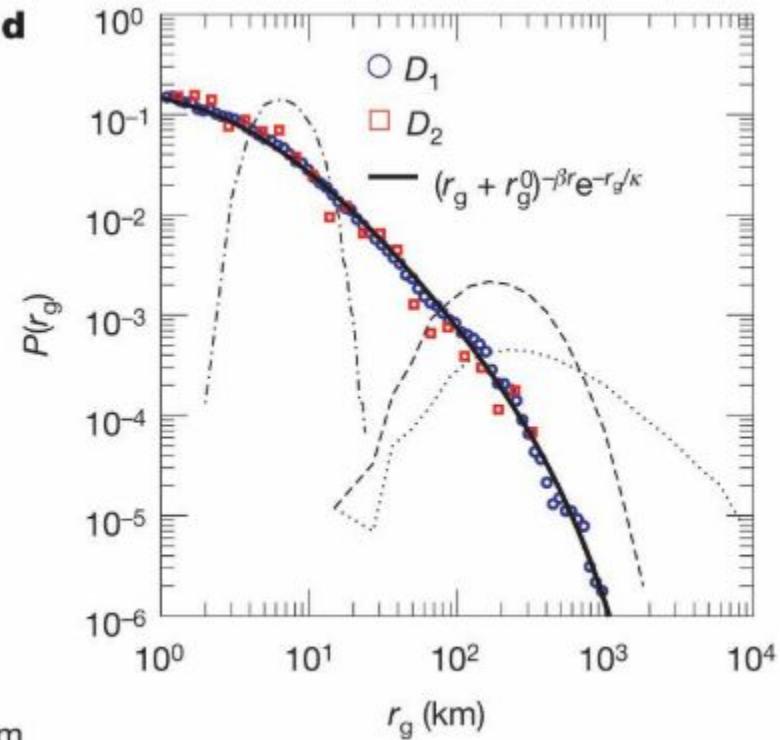
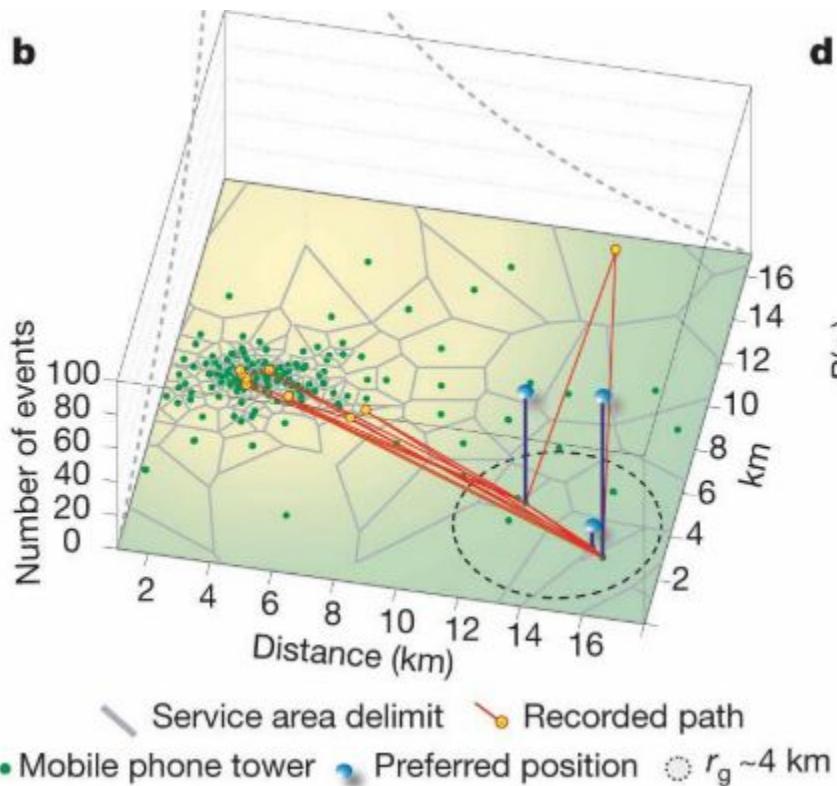
Do people move in
the city similarly
to each other?

Universal and
distinct properties

Data science for mobility



Data science for mobility

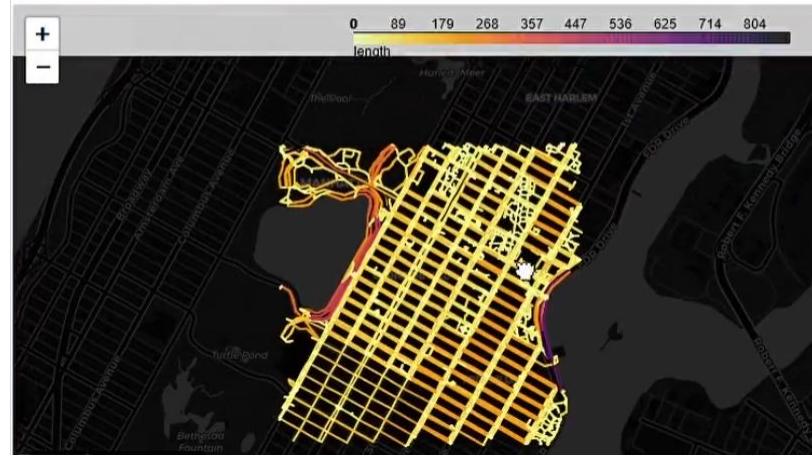


Different approach to cities: open data

Where data can come from?

City data accessible through its inhabitants

Github, open data hub, aino.world



Different approach to cities:

City as its inhabitants



iNaturalist citizen science community study

Method development to study city community characterise users activity and attrition: who are core-members of participants, how and why users stay or come back?

<https://arxiv.org/abs/2112.02693>

https://github.com/correlaid-paris/citizen_science_inaturalist

arXiv.org > cs > arXiv:2112.02693

Search...
Help | A

Computer Science > Social and Information Networks

[Submitted on 5 Dec 2021]

iNaturalist citizen science community during City Nature Challenge: new computational approach for analysis of user activity

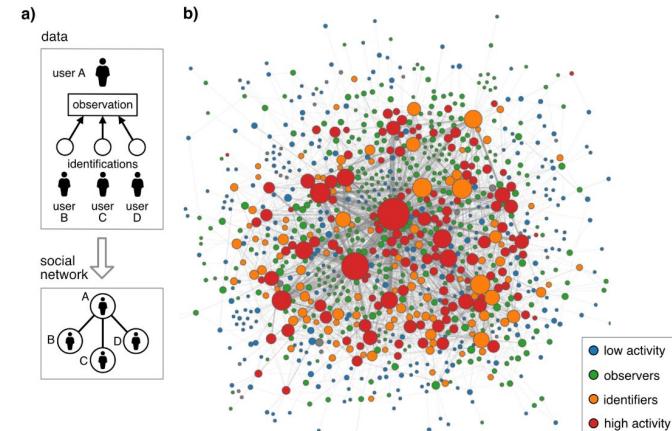
Ljubov Tupikina, Frank Schlosser, Vadim Voskresenskii, Katharina Kloppenborg, Florence Lopez, Albrecht Mariz, Anna Mogilevskaja, Mu Haklay, Bastian Greshake Tzovaras

Analysing patterns of engagement among citizen science participants can provide important insights into the organisation and practice of individual citizen science projects. In particular, methods from statistics and network science can be used to understand different types of user behaviour and user interactions to help the further implementation and organization of community efforts. Using publicly available data from the iNaturalist community and their yearly City Nature Challenges (CNC) from 2017–2020 as an example; we showcase computational methods to explore the spatio-temporal evolution of this citizen science community that typically interacts in a hybrid offline-online way. In particular, we investigate the user types present in the community along with their interactions, finding significant differences in usage-behavior on both the level of engagement and the types of community tasks/roles and how they interact with the network of contributors. We expect that these computational analysis strategies will be useful to gain further understanding of other citizen science communities and projects.

Comments: 9 figures, 29 pages, submitted to this <https://arxiv.org/>

Subjects: Social and Information Networks (cs.SI); Physics and Society (physics.soc-ph)

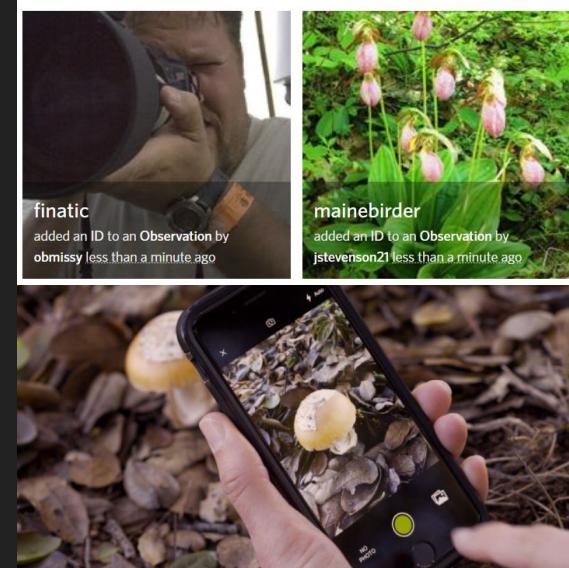
Cite as: arXiv:2112.02693 [cs.SI]

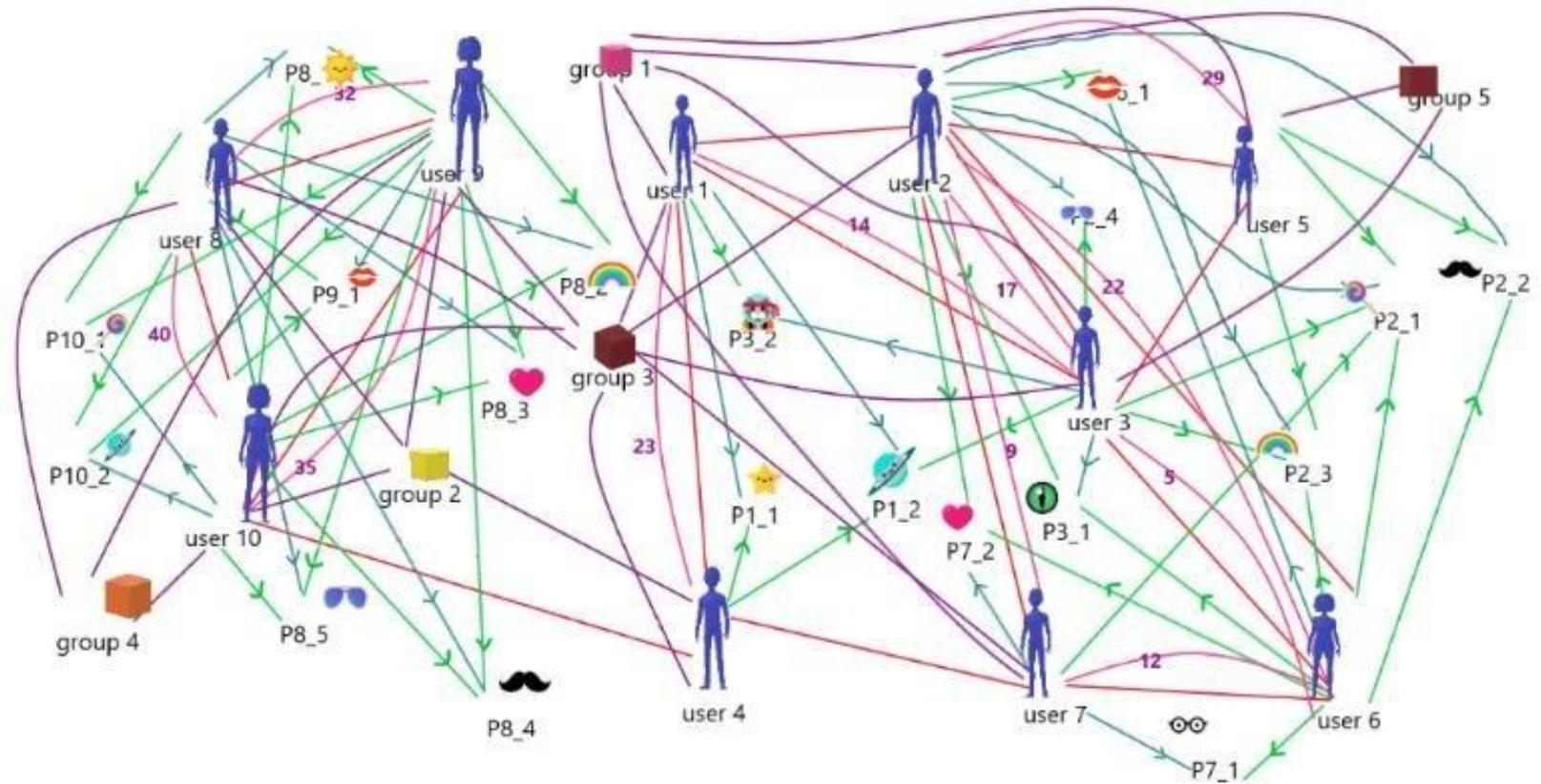


iNaturalist citizen science data

Users contribute voluntarily on a platform.

	<code>id</code>	<code>observed_on_string</code>	<code>observed_on</code>	<code>time_observed_at</code>	<code>time_zone</code>	<code>user_id</code>	<code>user_login</code>	<code>created_at</code>
0	11479007	2018-04-27 7:52:34 am BST	2018-04-27	2018-04-27 07:52:34 UTC	UTC	159021	muki	2018-04-27 07:06:17 UTC
1	11480212	2018-04-27 8:39:41 am BST	2018-04-27	2018-04-27 07:39:41 UTC	London	664459	lucyrobinsonnhm	2018-04-27 08:02:52 UTC
2	11480902	Fri Apr 27 2018 08:34:31 GMT+0100 (GMT+1)	2018-04-27	2018-04-27 06:34:31 UTC	Amsterdam	908315	tess26	2018-04-27 08:42:01 UTC
3	11481097	Fri Apr 27 2018 09:54:35 GMT+0100 (GMT+1)	2018-04-27	2018-04-27 07:54:35 UTC	Amsterdam	796473	bryoncross	2018-04-27 08:54:45 UTC
4	11482247	2018-04-27 8:42:21 am BST	2018-04-27	2018-04-27 07:42:21 UTC	London	664459	lucyrobinsonnhm	2018-04-27 10:09:55 UTC





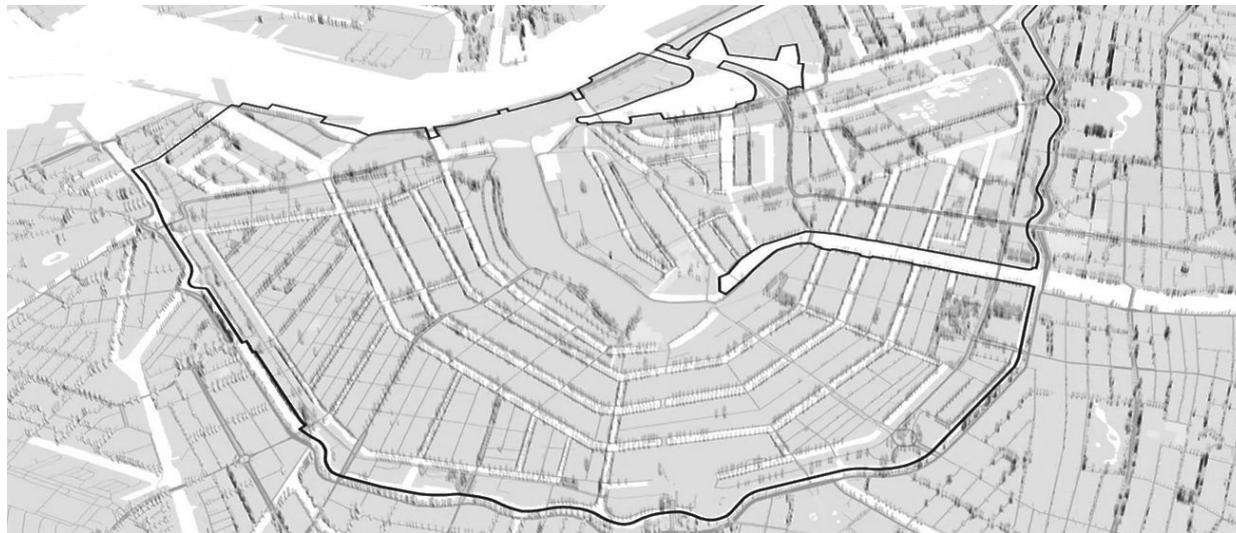
Part 3

Participatory projects and cities

Examples of projects on city systems: participatory practice with citizens
Citizen assembly - definitions and concepts

https://en.wikipedia.org/wiki/Citizens%27_assembly

OECD discussions



Reading discussions

OECD report: participatory governance

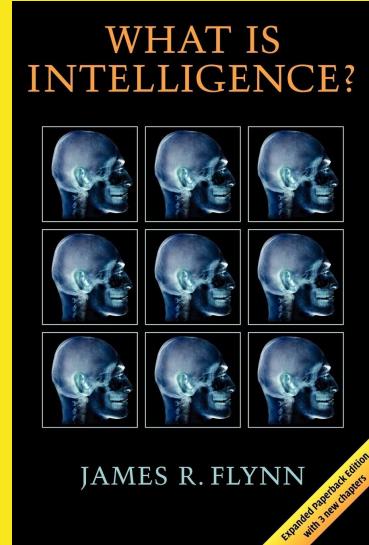
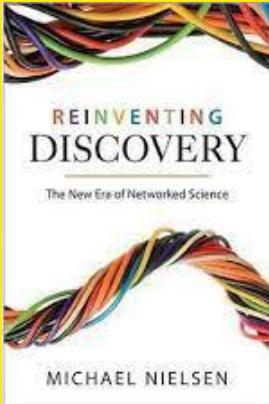
[Report link](#)

Topics of discussions:

Introduction: Deliberation and new forms of governance

Макс Вебер Город

STRELKA PRESS



Books and other resources

“Network science”

L. Barabasi

<http://barabasi.com/book/network-science>

Complexity science “The origins of order” S. Kauffmann

“What is intelligence” J.Flynn

“Reinventing Discovery”,
Nielsen

“Der Stadt”, M. Weber

“Reinventing organisations”, F.Lalou

Course topics

Complexity Science

self organised transport, systems thinking, city as a complex system [Paper 1](#)

Data Science

for cities, and its limitations [Paper 2](#)

OECD report: participatory governance

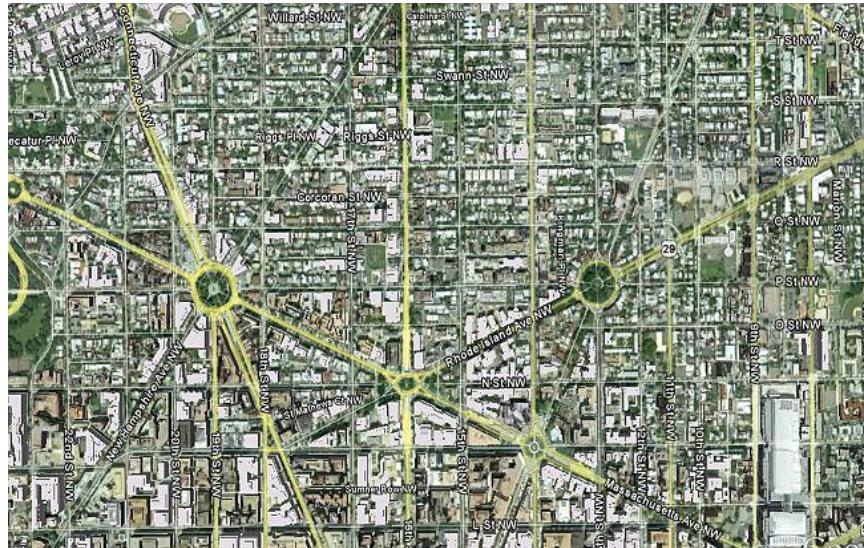
[Report](#) link

Learning more on the recent trends and news on this: <https://demnext.substack.com/>

Part X

Examples. where architecture, urbanism
meets data science and network science

Examples where architecture, urbanism meets data science



Examples where architecture, urbanism meets data science

Chandigarh city construction, 1949

The Master plan prepared by Le Corbusier was broadly similar to the one prepared by the team of planners led by Albert Mayer and Mathew Nowicki except that the shape of the city plan was modified. Head (The capitol complex)

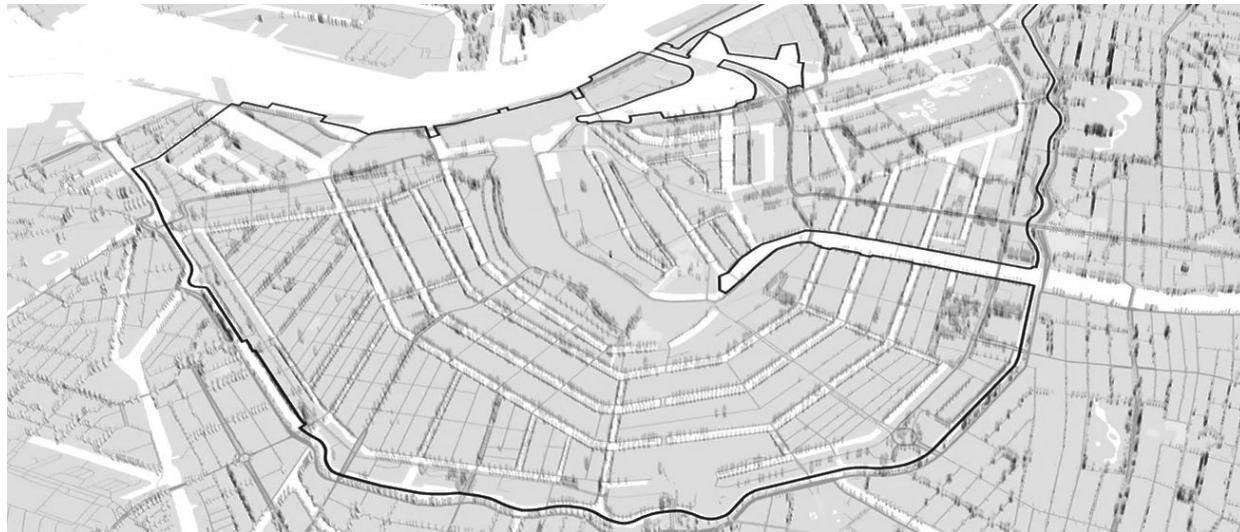
- Heart (The city centre)
- Lungs (The leisure valley, innumerable open spaces and sector greens)
- Intellect (The cultural and educational institutions)
- Circulatory system (The network of roads, the 7Vs)
- Viscera (The industrial area)



Examples where architecture, urbanism meets data science:

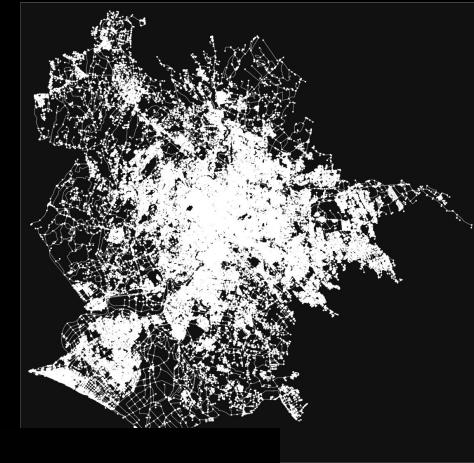
City projects integration Carlo Ratti and physicist from Santa Fe university,
post-occupancy phase, time: 21st century

<https://senseable.mit.edu/>



Main idea project on trees and city

- Our project centers on the relationship between trees and cities, their resemblance and potential for cooperation.
- We analyze several layers of city data:
City map, which is a replica of trees which live in this city (Figure)
Mobility patterns of people living in the city
Citizens mapping the information about the city
- Through overlapping these three layers of the data we search new ways of integrating trees into the cityscape and maintaining the city structure alive.



Other examples of projects on [cities and trees](#)