

Visualize ComplexCities

Modelling & Simulation

Chair of Information Architecture
ETH Zürich

March 22, 2013

Modelling

Grid Based Modelling

Agent based Modelling

Modelling

The process of creating abstract or conceptual model and the use of objects in the creation of a predictive statement.

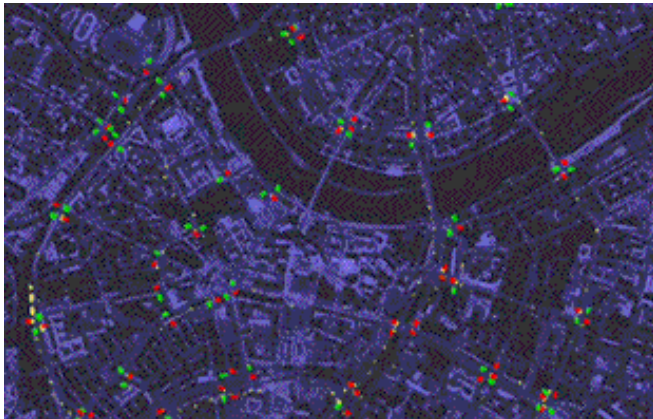
Source: <http://www.wikipedia.org/>

Abstraction



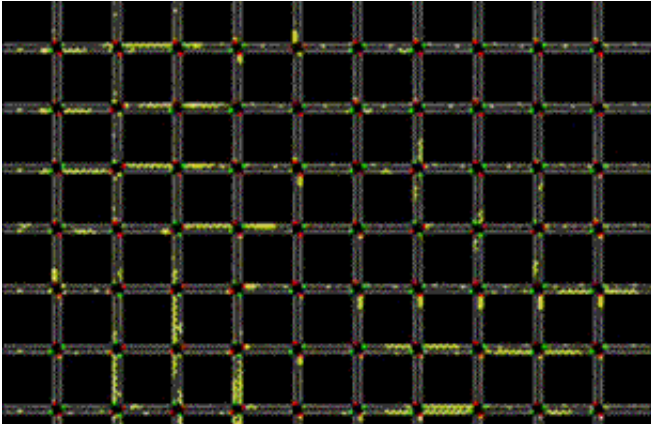
Picture source: <http://www.soms.ethz.ch/>

Abstraction



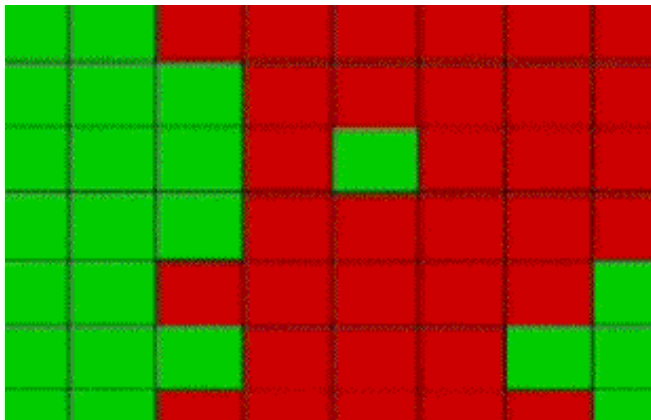
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Abstraction



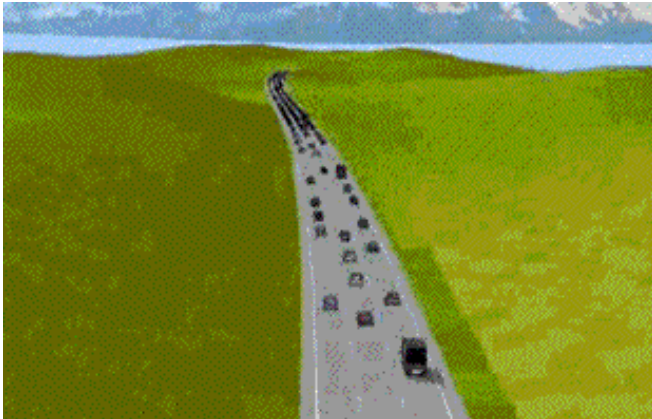
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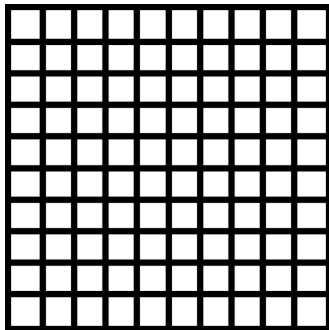
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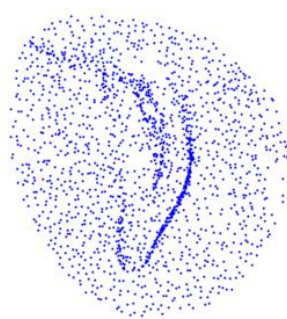
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Two Modelling Approaches

Grid based



Agent/Particle based

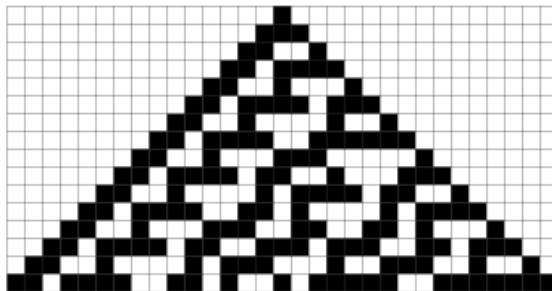


Grid Based Modelling

In grid based modelling, we have fixed entities in the room, which interact with each other. They change their value according to this interaction.

Cellular Automata

Cellular Automata (CA) are a discrete model. The basic model consists of a row of cells, which are either black or white. They change their state in every step according to their neighbors.



Picture source: <http://http://mathworld.wolfram.com/>

CA in More Dimensions

The CA can be extended to more dimensions. With that, the rule set increases to cover all possible neighborhoods.

- <http://www.youtube.com/watch?v=KGPSoxHemcw>
- http://www.youtube.com/watch?v=CYgbnI_R1E0
- <http://www.youtube.com/watch?v=4DhgYuQONvE>

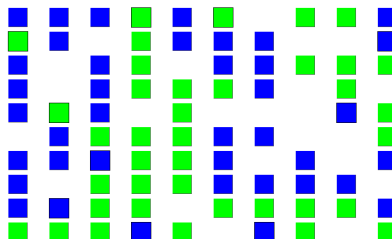
Predator-Prey CA

There are two species, a predator and a prey. The predator needs to eat the prey to survive. The prey can survive on its own. An example could be with sheep and wolves.

- http://www.youtube.com/watch?v=sGKiTL_Es9w

Segregation

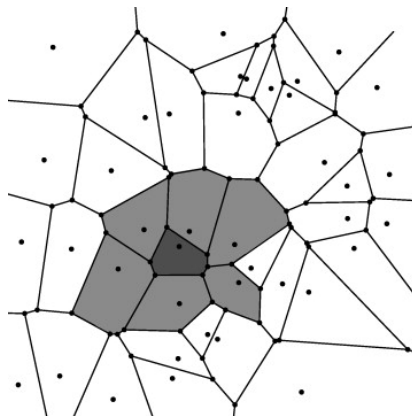
We have two groups, for example green and blue. The people prefer to live next to their own kind. If the fraction of neighbors of the other kind gets to big, they move to a place they prefer.



Picture source: <http://www.wolfram.com/>

Non-Uniform CA

The grid does not necessarily need to be uniform. The different cells could for example also be the faces of a Voronoi diagram.



Picture source: <http://www.sciencedirect.com/>

Stocks & Flows

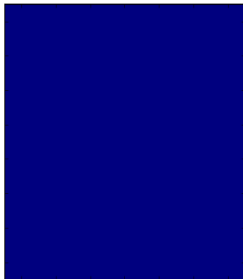
The cells in the grid can also be used to contain stocks of some material, for example some amount of water.

- <http://www.youtube.com/watch?v=bYb9iIwTaEU>
- <http://www.youtube.com/watch?v=q5c7Hx-ssvE>

Normally this also increases the complexity of the interaction between different cells, especially when it comes to physics, as in the first video with the diffusion equation.

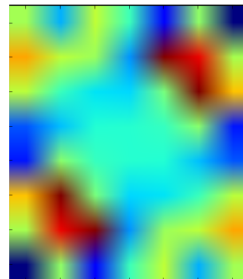
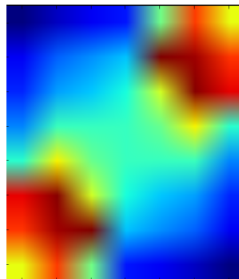
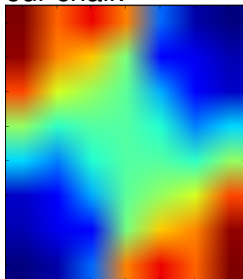
Stocks & Flows in Cities

The pictures show different densities (residents, employees, total) within an artificial urban area from a model developed in our chair.



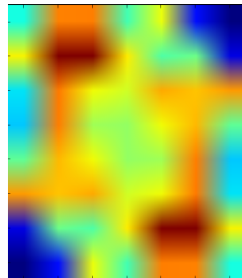
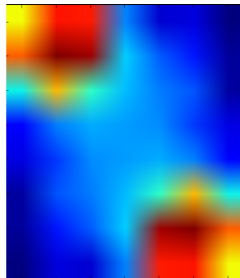
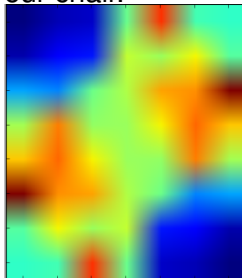
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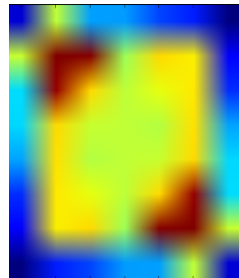
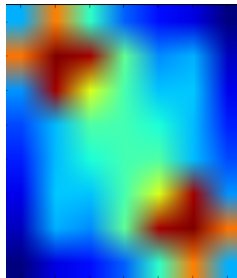
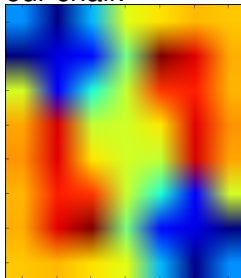
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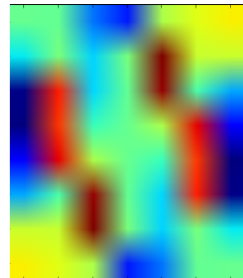
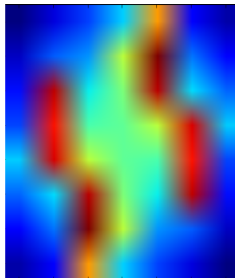
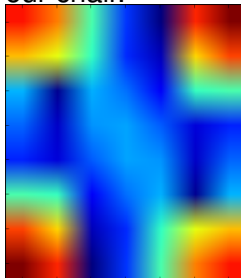
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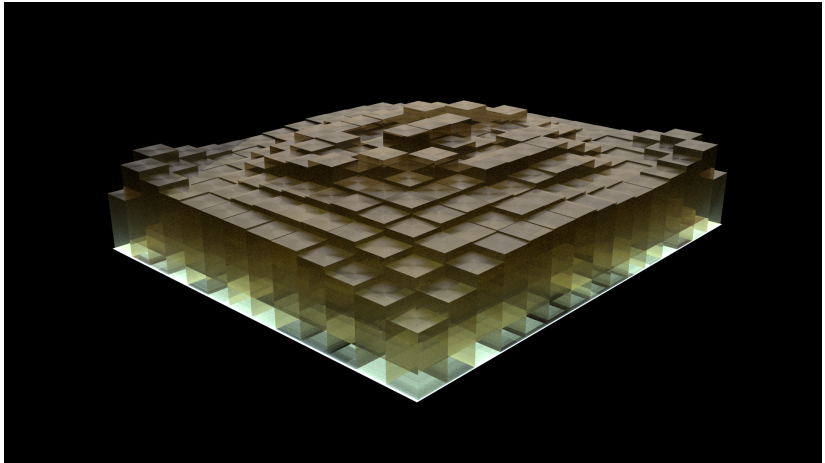


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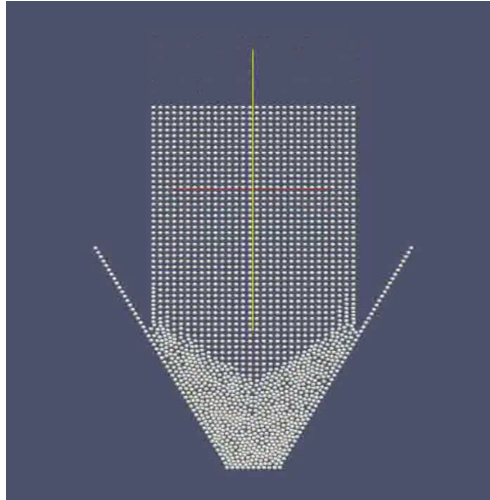


Agent Based Modelling

In contrast to the grid based modelling, we look at different entities in the room and look how they move. The different particles or agents interact with each other.

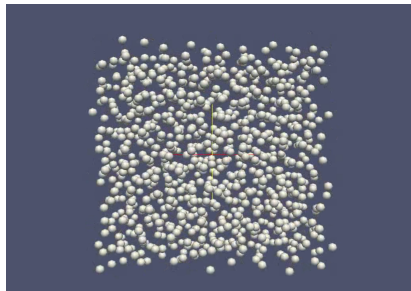
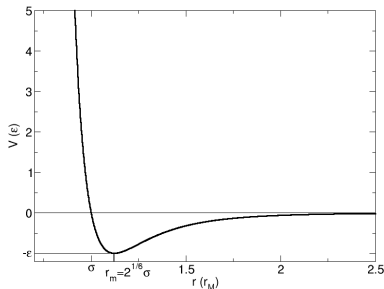
Simple Particle Dynamics

Particles only interact with their direct neighbors.



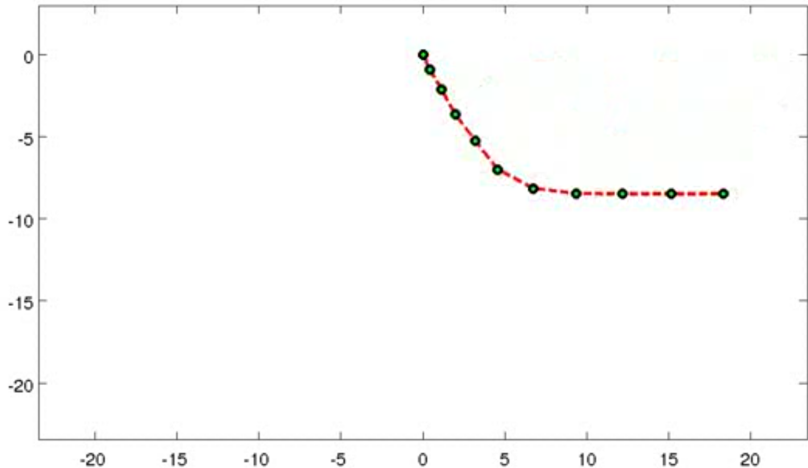
Long Range Interaction

Particles can also have an influence on all other. For pure gases, this is described with the Lennard-Jones potential.



Pendulum

We can also restrict the movement of particles.



Simulating Movements of People

The techniques can be used to simulate the movement of people.

