

Contents

Introduction.....	1
<i>Juval Portugali</i>	

Part one: General aspects of Complex Artificial Environments

The Scope of Complex Artificial Environments.....	9
<i>Juval Portugali</i>	

1. Introduction.....	9
2. The second urban revolution.....	9
3. What is a city?.....	11
4. Self-organization and the city.....	13
5. The science of cities.....	14
6. SIRN cities.....	16
7. On cities and languages.....	17
8. Forms of planning.....	20
9. PSS – Planning Support Systems.....	21
10. Planning and the Prediction Paradox.....	22
11. Three-dimensional urban simulation models.....	23
12. VR Cities.....	24
13. Concluding notes.....	25
References.....	28

Recognition of Natural and Artificial Environments by Computers: Commonalities and Differences	31
<i>Hermann Haken</i>	

1. Use of Computers.....	31
2. Typical computer procedures.....	32
3. Natural vs. Artificial.....	33
4. Pattern recognition.....	35
5. Pattern recognition vs. pattern formation.....	36
5.1. Synergetics.....	36
5.2. Fractal Theory.....	37
6. VR and its inverse.....	38
7. Semantics of the City.....	39
8. Semantic networks.....	40

9. By means of associations and analogies to a new insight 45
Acknowledgement 48
References..... 48

Visualization in Spatial Modeling..... 49

Michael Batty, Philip Steadman, and Yichun Xie

Abstract..... 49
1. Defining visualization 49
2. Defining spatial modeling..... 51
3. The space of visualization..... 54
4. Visualizing theoretical explanations: the von Thünen model
of market land rent and transport 57
5. Visualizing model exploration and calibration: urban development
using cellular automata 61
6. Visualizing model operation with stakeholder involvement:
pedestrian movement and public safety 65
7. Next steps: a paradigm for visual modeling..... 69
References..... 69

Transferring Concepts for Urban Modeling: Capture or Exchange? 71

Denise Pumain

1. Introduction..... 71
2. Complexity: a reversal in the dominant scientific paradigm? 72
3. Quality of ontology and measurement for social systems..... 74
4. Cumulativity of knowledge..... 78
5. Conclusion: organizing a more symmetrical trans-disciplinary
communication..... 80
References..... 81

Part two: Specific experiences

**Design Issues to be Considered for Development of an Object-Oriented
System for 3D Geovisualization: The Aalborg Experience 85**

Lars Bodum

1. Introduction..... 85
2. 3D Geovisualization..... 86
2.1 Technological progress 87
2.2 Integrated database concept 87
3. Outline of GRIFINOR 90
3.1 System architecture 90
3.2 Semi-automatic construction of objects..... 91
3.3 The object database (ODB)..... 92
3.4 3D viewer..... 92
3.5 Applications..... 93

4.	Conclusion	93
	Acknowledgements	93
	References	94

Complex Artificial Environments – ESLab's Experience 95

Juval Portugali and the ESLab team

	Abstract	95
1.	Introduction	95
2.	The ESLab GPSS (General Purpose Support System)	96
2.1	The two VR simulators	96
2.2	The family of urban simulation models	100
2.3	Geographical Information Systems	104
3.	Some products of ESLab's RSS (Research Support System)	106
3.1	InfoCity	106
3.2	Cognition in real and virtual environments	108
4.	Some products of ESLab's PSS (Planning Support System)	109
4.1	PlanCity	109
5.	Some products of the ESLab's CSS (Community Support System)	111
5.1	AccessCity	111
5.2	CommunCity	112
	Concluding notes	113
	References	114

Part three: Urban simulation models

Geosimulation and its Application to Urban Growth Modeling 119

Paul M. Torrens

1.	Introduction	119
2.	Geosimulation as a new trend in spatial simulation	120
3.	Defining geosimulation	121
4.	Automata as the favored geosimulation methodology	122
5.	Why we need geographic automata	123
6.	Geographic Automata Systems	124
7.	An application to simulating sprawl	127
8.	Model description	128
9.	Simulating urban growth	132
10.	Conclusions	134
	References	134

Geographic Automata Systems and the OBEUS Software for Their Implementation 137

Itzhak Benenson, Slava Birfur, Vlad Kharbash

1.	From arbitrary spatial units to geographic objects	137
2.	Geographic Automata System (GAS): a short introduction	139

3.	From a Geographic Automata System to software.....	140
3.1	Automata of a given type $k \in K \rightarrow$ Instances of <i>population</i> class ..	140
3.2	Individual automata of type $k \rightarrow$ Class of <i>Objects</i> of a type k	140
3.3	Relationships between automata $\rightarrow$ Class of <i>relationships</i>	141
3.4	Limitations of relationships in OBEUS	142
3.5	Location and movement rules are nothing but relationship transition rules	143
3.6	State and relationship transition rules T_S and $R_N \rightarrow$ Automata behavior and assessment rules	144
4.	Beyond-GAS features of OBEUS	144
4.1	Patterns in OBEUS	144
4.2	Population time versus unitary objects time	145
4.3	Synchronization of events in OBEUS.....	145
5.	User's view of OBEUS	146
5.1	Building a model tree.....	146
5.2	Defining behavioral rules.....	148
5.3	Building a synchronization chart	149
6.	What we get and will get with OBEUS?.....	150
	References	152

**The CityDev Project: An Interactive Multi-agent Urban Model
on the Web 155**

Ferdinando Semboloni

1.	Introduction.....	155
2.	Agents' strategies and goods.....	156
2.2.	Producers	159
2.3.	Developers and the building process	160
3.	General aspects	161
4.	Results.....	162
5.	Discussion	162
6.	Conclusion	163
	Acknowledgments.....	163
	References	163

Modeling Multi-scale Processes in a Cellular Automata Framework 165

Roger White

1.	Introduction.....	165
2.	Regionalized constrained CA—the problems	166
3.	A Variable grid CA	168
3.1.	Definition of the cell neighbourhood.....	168
3.2.	Cell states and activities.....	169
3.3.	Calculating cell state transitions and activity allocation	170
3.4.	Calculating distances	173
4.	Application to the dublin region.....	173
5.	Conclusion	176
	References	176

Part four: Cognition and VR

Multi-Agent Models of Spatial Cognition, Learning and Complex Choice

Behavior in Urban Environments..... 181

Theo Arentze and Harry Timmermans

1. Introduction.....	181
2. A multi-agent model of activity-travel behavior	182
3. A multi-agent model to simulate learning and adaptation behavior in non-stationary urban environments under condition of uncertainty and information search.....	188
4. A computational model linking cognition, choice set formation, activity travel behavior and land use dynamics.....	193
4.1. The system design.....	193
4.2. Demand-side agents.....	195
4.3. Supply-side agents.....	196
5. Conclusions and discussion.....	199
References.....	200

Cognition and Decision in Multi-agent Modeling of Spatial Entities

at Different Geographical Scales..... 201

Lena Sanders

1. Introduction.....	201
2. Agents for modeling the dynamics of a settlement system	202
2.1. Agents for simulating individuals' decisions in matter of spatial choice	203
2.2. Agents for simulating the dynamics of spatial entities.....	205
2.3. Where are the driving forces of change in a settlement system? ...	211
3. Different ways for building a hybrid model combining micro and meso- level approaches.....	213
3.1. Introducing spatial rules in microsimulation.....	214
3.2. Introducing cognition in spatial MAS.....	215
References.....	217

Cognitive Modeling of Urban Complexity 219

Sylvie Occelli and Giovanni A. Rabino

1. Introduction.....	219
2. Modeling as an ALC agent.....	220
3. The ALC agent in action.....	224
4. Concluding remarks: what an ALC model can teach us in dealing with city complexities	231
References.....	232

Navigation in Electronic Environments 235

Stephen C. Hirtle

1. Introduction.....	235
2. A View from the real world	236

3.	Application I: hypertext navigation.....	237
3.1.	Graph theoretic approach.....	238
3.2.	Cognitive map approach	238
4.	Application II: spatial information kiosks.....	240
5.	Summary	242
	Acknowledgments.....	242
	References.....	243

Enhancing the Legibility of Virtual Cities by Means of Residents’ Urban Image: a Wayfinding Support System 245

Itzhak Omer, Ran Goldblatt, Karin Talmor, Asaf Roz

	Abstract	245
1.	Introduction.....	245
2.	Principles and tools for supporting VE wayfinding tasks	246
3.	WSS for the virtual model of Tel Aviv: the rationale and methodology... 248	
3.1.	What is the appropriate design for enhancing wayfinding in a virtual model of a real city?	248
3.2.	The structure of urban image	250
4.	WSS for the virtual model of Tel Aviv:	252
4.1.	The operation principles of the WSS	252
4.2.	The implementation of WSS for navigational tasks: illustration ...	253
5.	Discussion.....	255
	References.....	256

Small World Modeling for Complex Geographic Environments..... 259

Bin Jiang

1.	Introduction.....	259
2.	Small world networks and models	260
2.1.	Small world networks	260
2.2.	Rewiring simulation (W-S model).....	261
2.3.	Efficient behaviour of small world networks (M-L model).....	262
2.4.	Scale free property of small world networks (B-A model).....	262
2.5.	Directed search (W-D-N model).....	263
3.	Geographic environments as small worlds.....	263
3.1.	Small world properties of geographic environments	263
3.2.	Efficiency distribution for geographic environments.....	265
3.3.	Re-examination of scale-free property.....	266
3.4.	Directed search in geographic environments	267
4.	Discussion and conclusion	268
	Acknowledgements.....	270
	References.....	270

Part five: Planning

Planning and Designing with People 275

Michael Kwartler

1. Overview	275
2. Baltimore Region	278
2.1 Vision 2030: Shaping our Region's Future Together	278
2.2 The regional workshop ("where to grow")	278
2.3 The Regional Public Meetings ("how to grow").....	280
3. Southwest Santa Fe	288
3.1 Southwest Santa Fe City/County Master Planning Initiative	288
3.2 Methodology/process.....	288
4. Near Northside, Houston.....	296
4.1 Near Northside Economic Revitalization Planning Process	296
4.2 Organizational structure.....	297
4.3 Methodology.....	297
4.4 Focus on simulation / visualization.....	299
5. Conclusion	304
References.....	305
Notes	305

Planning Support Systems Evolving: When the Rubber Hits the Road..... 307

Richard K. Brail

1. Introduction.....	307
2. UTMS: a historical perspective.....	309
3. PSS evaluation framework	311
3.1. Data.....	311
3.2. Acceptance and support	312
3.3. Ease of use	313
3.4. Appropriate and useful output.....	314
4. Conclusion – do we need those shades?.....	315
References.....	316

Index..... 549