

# Using Constraint Cellular Automata To Simulate Urban Development in a Cross-Border Area

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- 1. Context
  - 2. Materials and data
  - 3. Methodology
  - 4. Scenarios
  - 5. Discussion

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# Context

Urban development simulation  
in a cross-border area



## Cross-border spatial planning issues

### Open border areas experience particular growth dynamics

New cross-border scenarios reflecting a border residential growth (debordering) can be planned and need to be simulated

### Application on a French-German cross-border territory

A pilot European territory promoting the development of cross-border projects (Strasbourg-Ortenau Eurodistrict project)

## CA: an adapted tool for modelling urban development

Allows the implementation of spatial rules based on empirical knowledge

Shows the role of different neighbourhoods on urban growth processes

Simulates scenarios of future urban development

# Materials and data

## Cross-border data collection

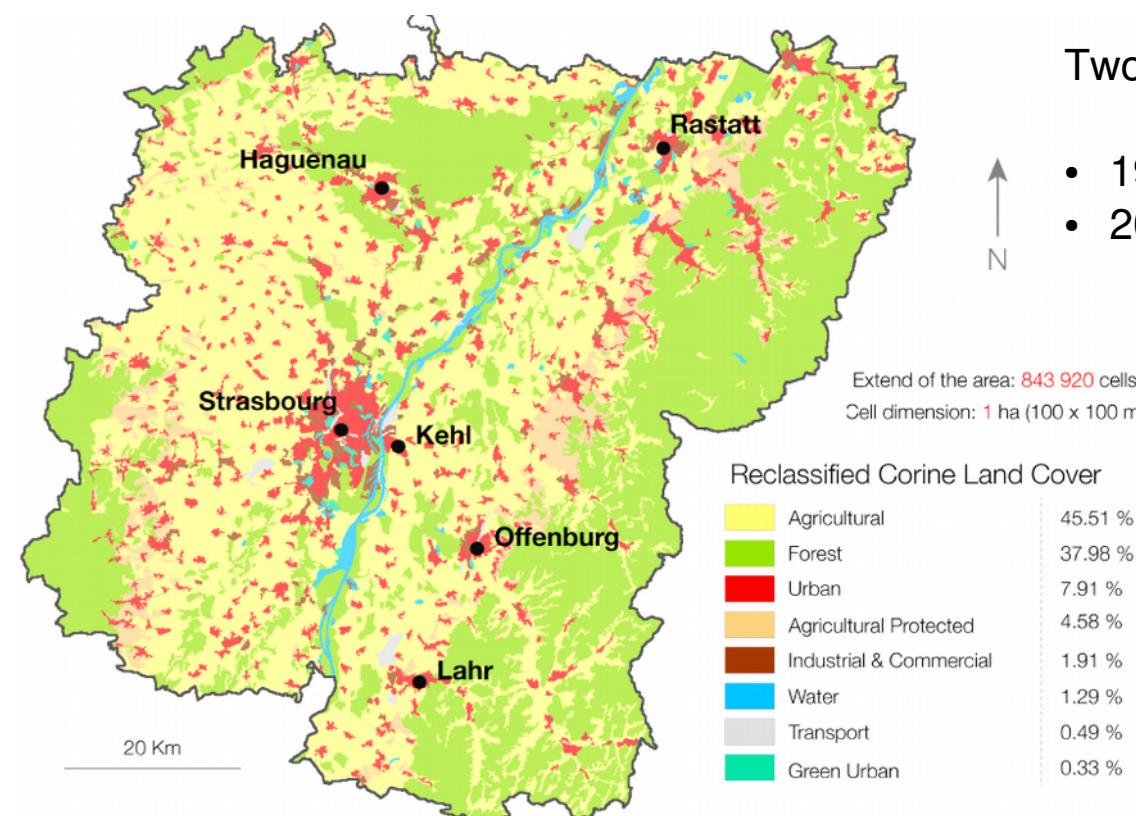
### Needs: cross-border land-use

**Corine Land Cover (CLC) : European biophysical land cover database**

For the analysis of land use and its evolution

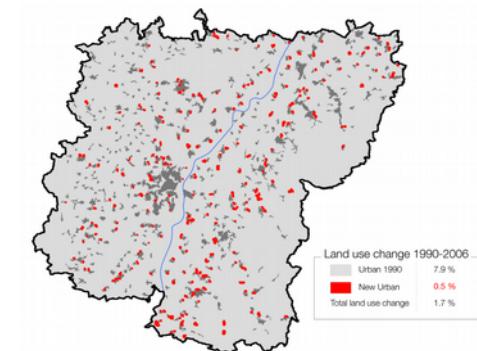
For the measure of the soil artificialization

### A reclassification of the initial CLC database from 44 to 9 classes



# Methodology

## Quantification of future changes



### Land use analysis

#### Past land-use vectors

	Urban	Industrial	Transport	Equipment	Fields	Vine	Forest	Water	Sum
1990 (nb)	42143	10163	2628	1747	242397	24410	202321	6850	490516
1990 (%)	8,59	2,07	0,54	0,36	49,42	4,98	41,25	1,40	100
2006 (nb)	44612	11977	2634	2078	238826	23556	202237	6739	488047
2006 (%)	9,14	2,45	0,54	0,43	48,94	4,83	41,44	1,38	100

### Probabilities calculation

#### 1990-2006 transition matrix

	Urban	Industrial	Transport	Equipment	Fields	Vine	Forest	Water	Sum
Urban	<b>0,9893</b>	0,0063	0,0001		0,0038	0,0003		0,0001	1
Industrial	0,0093	<b>0,9539</b>	0,0006	0,0076	0,0120		0,0100	0,0066	1
Transport		0,0030	<b>0,9844</b>	0,0118	0,0008				1
Fields	0,0074	0,0137		<b>0,9788</b>					1
Vine	0,0104	0,0069	0,0001	0,0011	<b>0,9794</b>	0,0005	0,0010	0,0006	1
Forest	0,0106	0,0016			0,0274	<b>0,9593</b>	0,0011		1
Water	0,0001	0,0013			0,0018	0,0001	<b>0,9962</b>	0,0005	1
Water		0,0028	0,0001		0,0159		0,0441	<b>0,9371</b>	1

### Markov chain (iteration)

#### Expected future land-use vectors

	Urban	Industrial	Transport	Equipment	Fields	Vine	Forest	Water	Sum
2022 (nb)	47027	13700	2640	2411	235334	22735	202162	6644	485626
2022 (%)	9,68	2,82	0,54	0,50	48,46	4,68	41,63	1,37	100
2038 (nb)	<b>49391</b>	<b>15339</b>	2648	<b>2748</b>	231921	21948	202096	6566	483266
2038 (%)	10,22	3,17	0,55	0,57	47,99	4,54	41,82	1,36	100

# Methodology

## Location of future changes

### CA formalization

$E$  : Set of cells that can undergo a transition (non locked)

$S_i$  : Land use of the cell  $i$

$N_i$  : Neighborhood of the cell  $i$  within a radius  $r$  (at time  $t$ )

$C_n^r$  : Number of cells with a land use  $S$  within a radius  $r$  at time  $t$

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$$\forall i \in E, S_{i,t+1} = f(S_{i,t}, \sum_{n=1}^{N=1} N_i) \quad (1)$$

où

$$N_i = f(C_{S=1,t}^r, C_{S=2,t}^r, \dots, C_{S=n,t}^r) \quad (2)$$

et

$$S \in \{1, \dots, n\}; C \in \{1, \dots, m\}; r \in \{0, \dots, \infty\} \quad (3)$$

### CA tool : LucSim



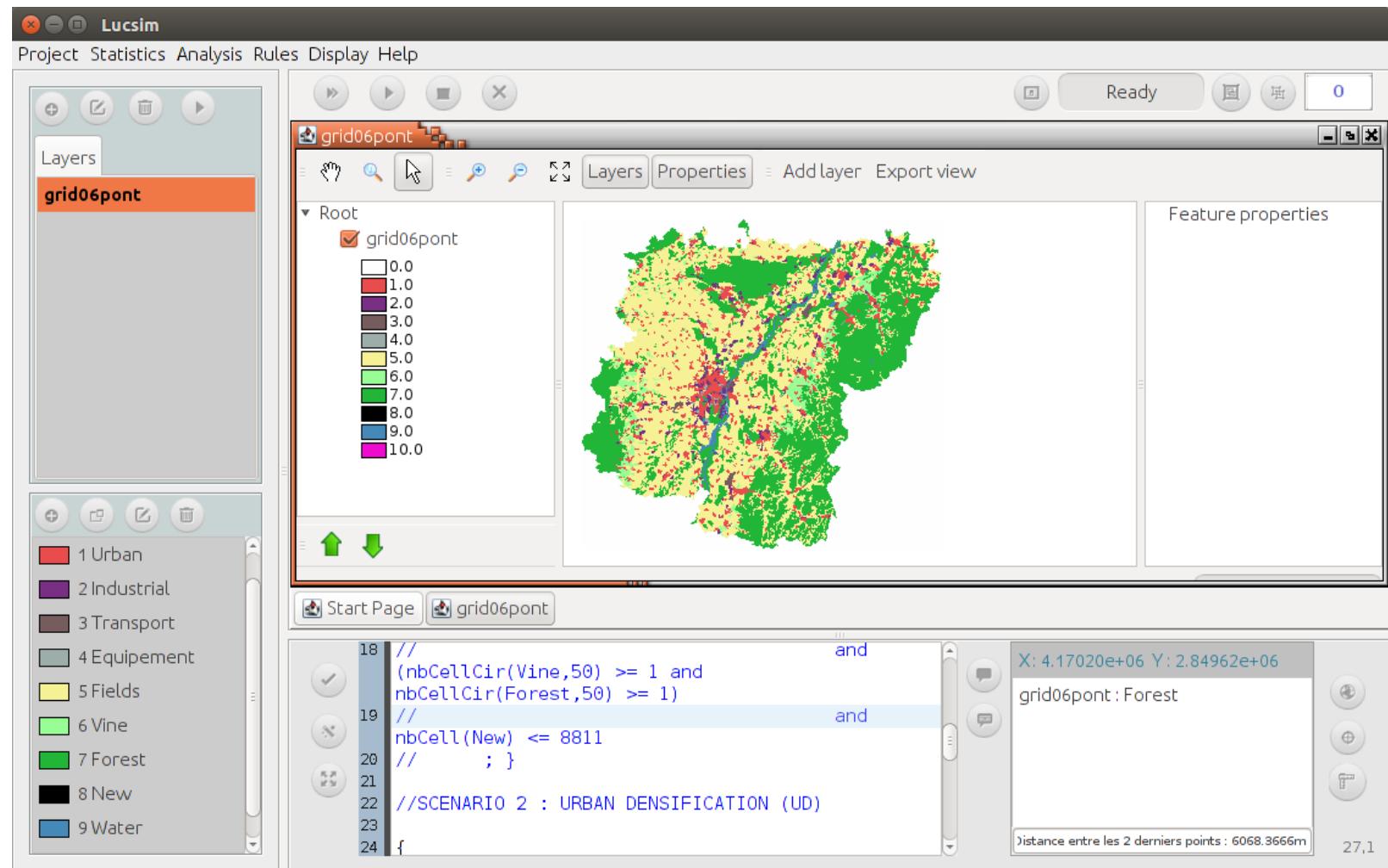
A cellular automata dedicated to geographical analysis and simulations

Developed from scratch in java by G. Vuidel and authored by J.P. Antoni and G. Vuidel

# Methodology

## LucSim Software screenshot

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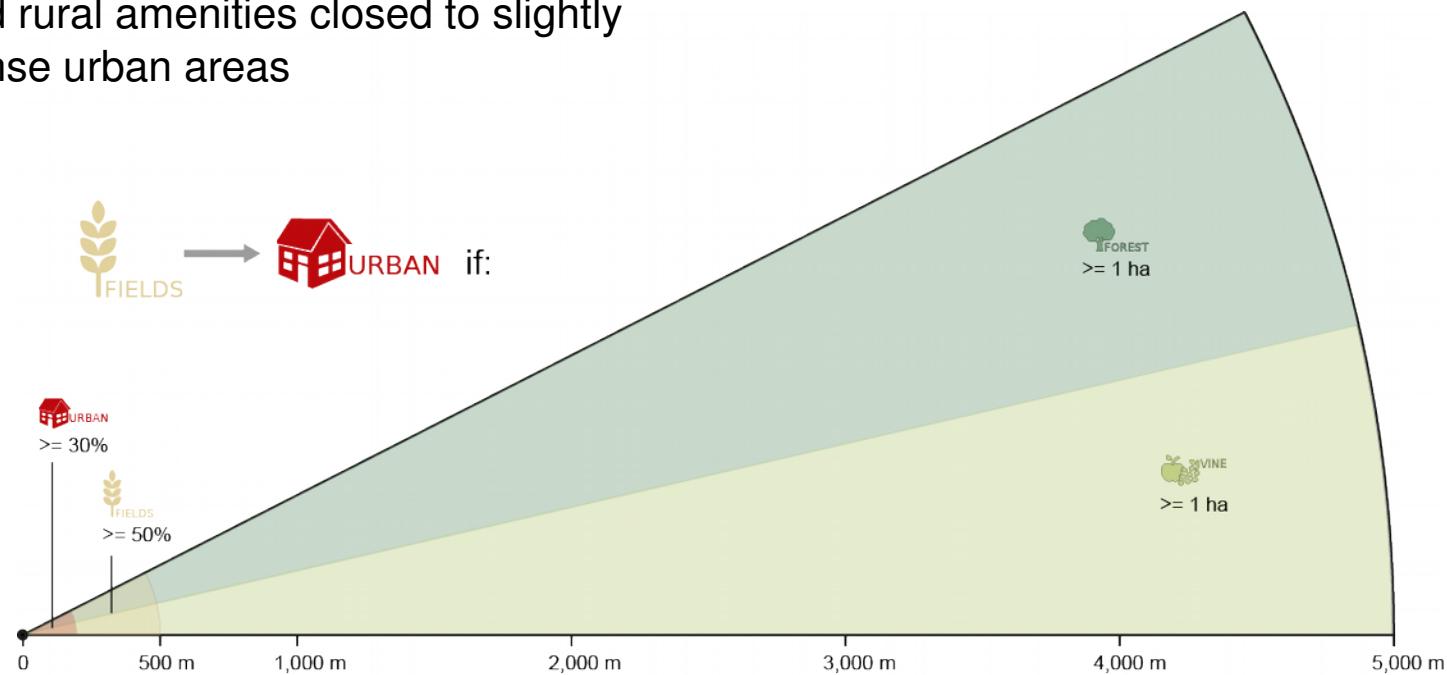
# Scenarios

## Landscape Sprawl (LS)

### Main idea

- Residential preference around landscape and rural amenities closed to slightly dense urban areas

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### CA rule

```
{  
    Fields -> New :  
        (pCellCir(Urban,2) + pCellCir(New,2)) >= 30%  
        and pCellCir(Fields,5) >= 50%  
        and (nbCellCir(Vine,50) >= 1  
        and nbCellCir(Forest,50) >= 1)  
        and nbCell(New) <= 8811  
}; }
```

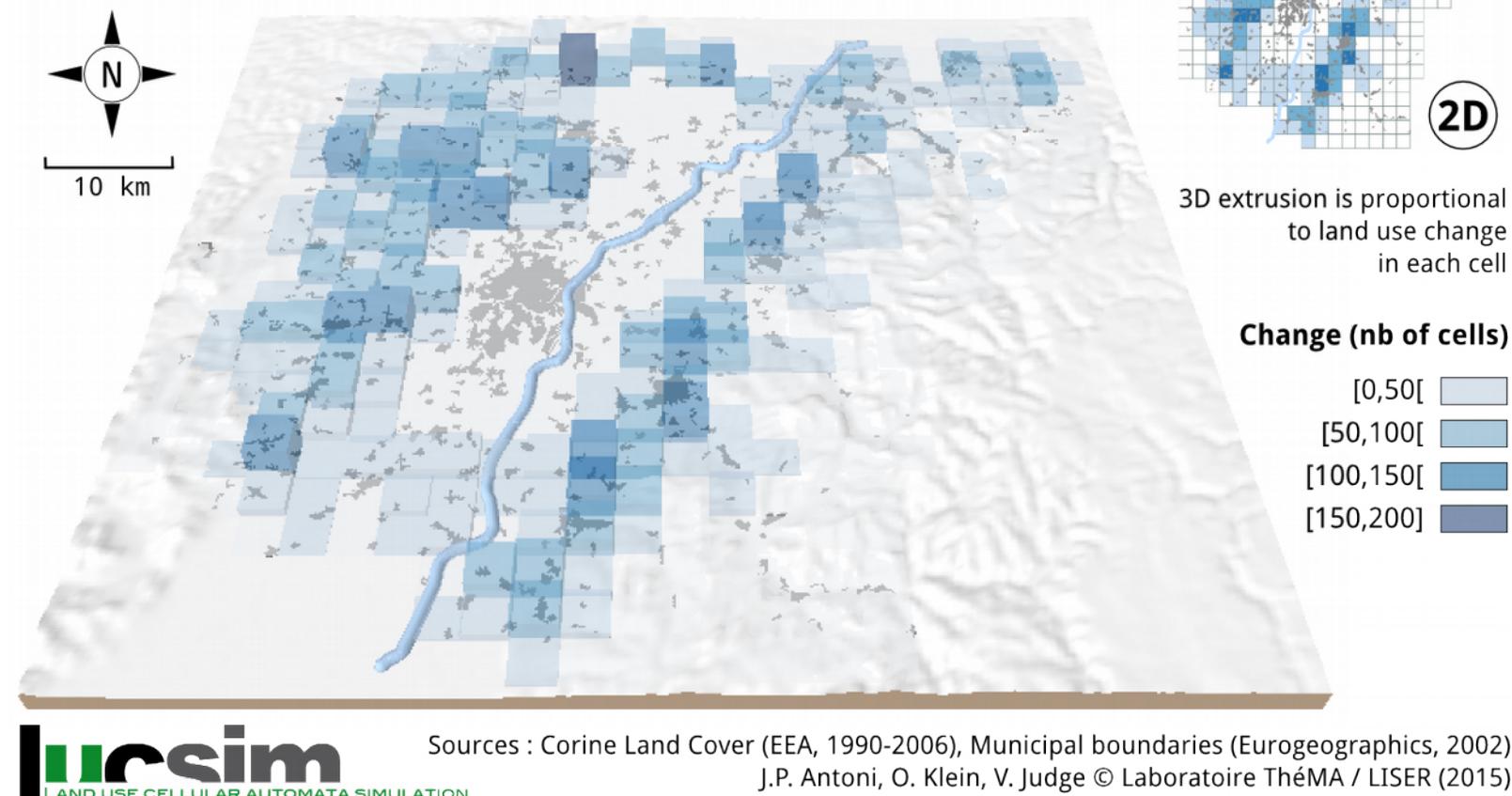
# Scenarios

## Landscape Sprawl (LS)

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### Land use change simulation

Strasbourg-Kehl Area - 2038 - **Landscape Sprawl**

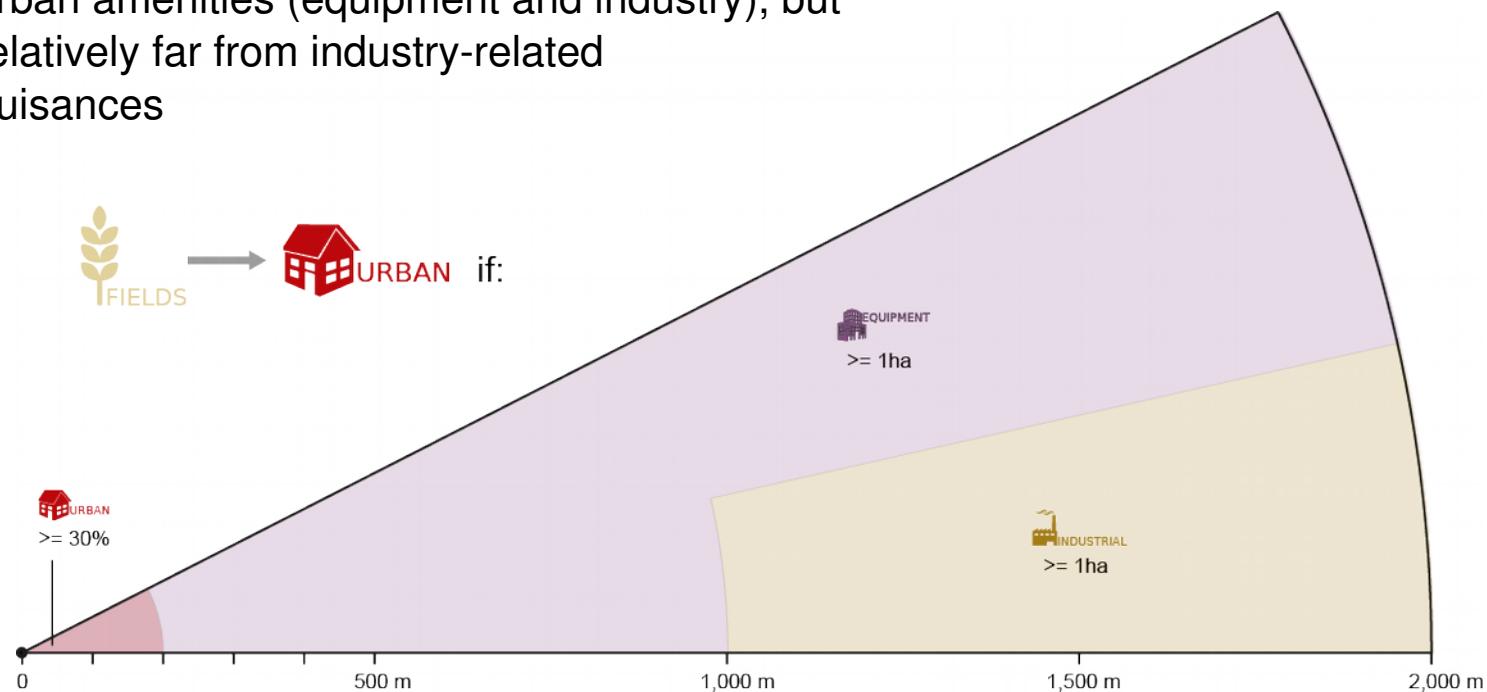


# Scenarios

## Urban densification (UD)

### Main idea

- Residential preference in urban areas, closed to urban amenities (equipment and industry), but relatively far from industry-related nuisances



### CA rule

```
{  
    Fields -> New :  
        (pCellCir(Urban,2) + pCellCir(New,2)) >= 30%  
        and nbCellCir(Equipment,20) >= 1  
        and nbCellCir(Industrial, 10) = 0  
        and nbCellCir(Industrial,20) >= 1  
        and nbCell(New) <= 8811  
};}
```

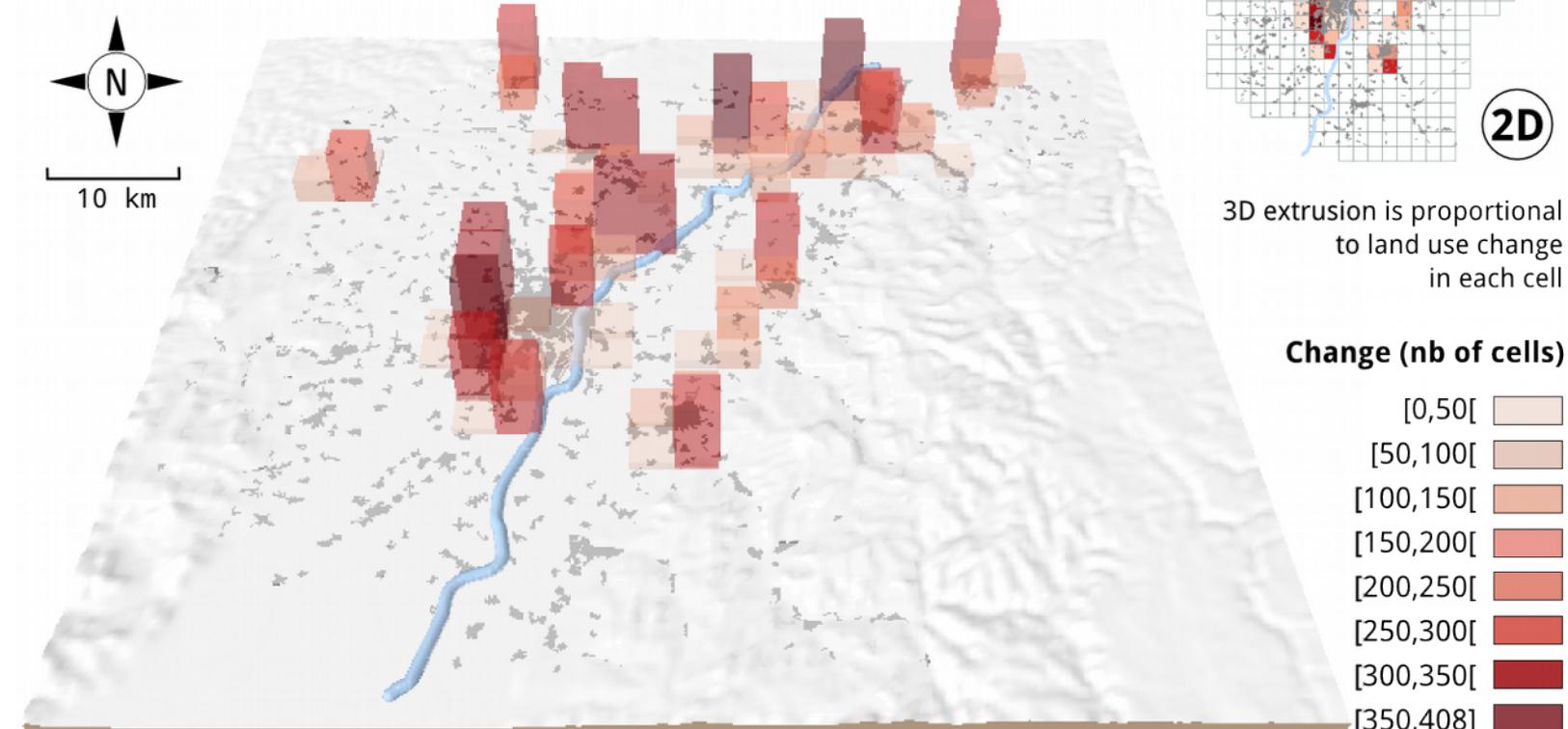
# Scenarios

## Urban densification (UD)

1. Context
2. Materials and data
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5. Discussion

### Land use change simulation

#### Strasbourg-Kehl Area - 2038 - Urban Densification



**lucsim**  
LAND USE CELLULAR AUTOMATA SIMULATION

Sources : Corine Land Cover (EEA, 1990-2006), Municipal boundaries (Eurogeographics, 2002)  
J.P. Antoni, O. Klein, V. Judge © Laboratoire ThéMA / LISER (2015)

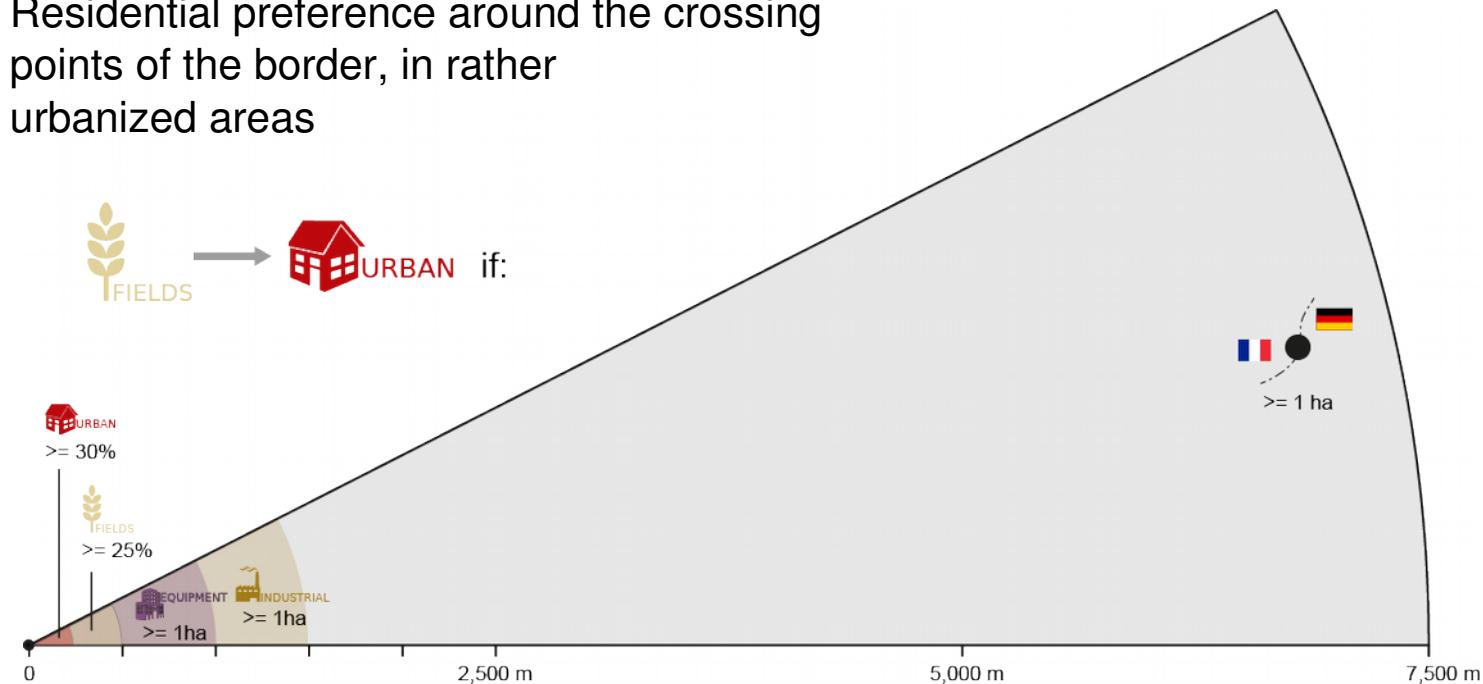
# Scenarios

## Bridge Transbording (BT)

### Main idea

- Mixed residential preference (LS and UD)
- Residential preference around the crossing points of the border, in rather urbanized areas

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### CA rule

```
{
    Fields -> New :
        (pCellCir(Urban,2) + pCellCir(New,2)) >= 30%
        and pCellCir(Fields,5) >= 25%
        and (nbCellCir(Industrial,15) >= 1
        or nbCellCir(Equipement,10) >= 1)
        and nbCellCir(Bridge,75) >= 1
        and nbCell(New) <= 8811
}
```

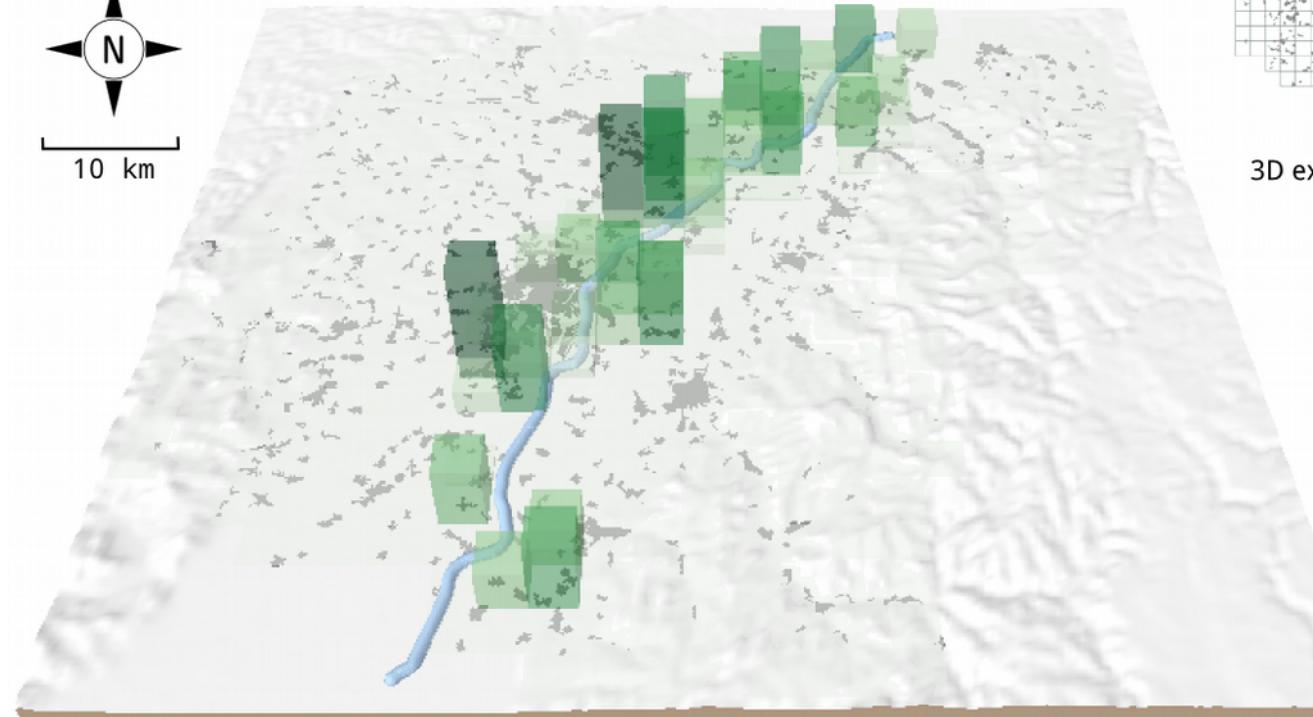
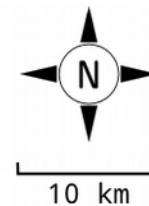
# Scenarios

## Bridge Transbording (BT)

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### Land use change simulation

#### Strasbourg-Kehl Area - 2038 - Bridge Transbording



3D extrusion is proportional  
to land use change  
in each cell

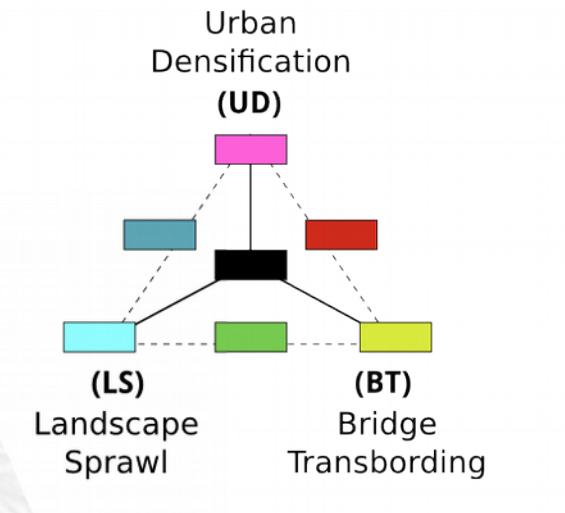
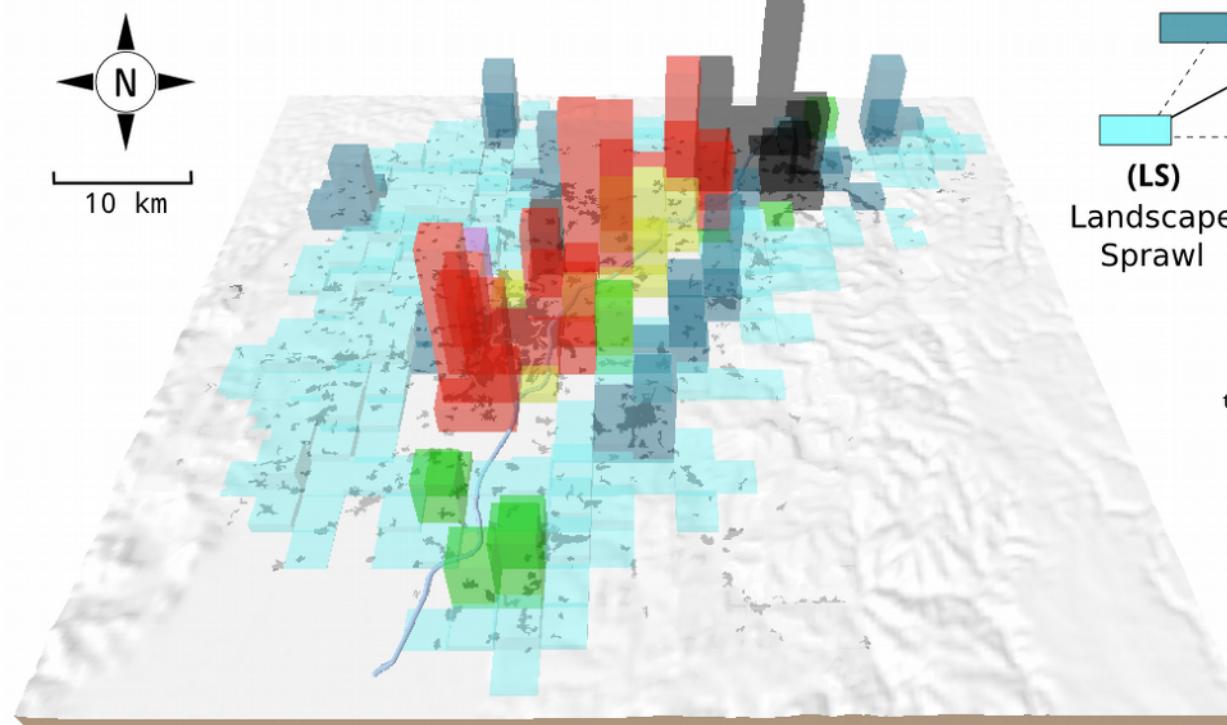
# Discussion

## Resulting map

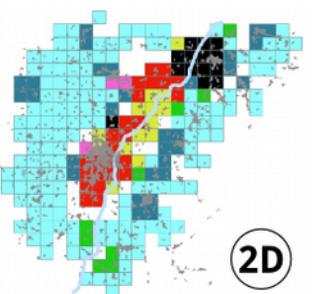
### Land use change simulation

Strasbourg-Kehl Area - 2038 - Three scenarios

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3D extrusion is proportional to land use change in each cell



**lucsim**  
LAND USE CELLULAR AUTOMATA SIMULATION

Sources : Corine Land Cover (EEA, 1990-2006), Municipal boundaries (Eurogeographics, 2002)  
J.P. Antoni, O. Klein, V. Judge © Laboratoire ThéMA / LISER (2015)

# Discussion

## Toward automatic calibration and validation?

### What about results validation?

- From a scientific point of view, results are not validated
- Moreover, forecasting the future in a complex context is difficult
- Apart from a crystal ball, no techniques allows validating future urban development results at such a fine scale

### Images of the future

- But scenarios involve realistic processes and rules
- These rules are based on accurate expert knowledge
- They provide relevant “images of the future” to debate and make decision about desirable residential preferences and land-use changes
- A strong assumption: future transition processes are identical to past transition processes (markovian hypothesis)

### Toward automatic CA rules calibration?

- Another way to construct prospective scenarios and CA rules could consist in using Desicion Tree (TD) or Artificial Neural Networks (ANN)
- Artificial intelligence helps to automatically determine transition rules based on the analysis of past processes (e.g. 1990-2000-2016)