

# Geographic Automata Systems

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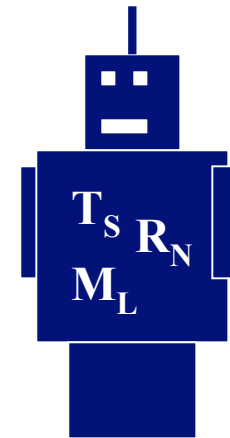
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# Introduction

- Automaton
  - A discrete processing unit, characterized by internal states
- Purpose
  - To develop a new framework for characterizing dynamic systems from existing models
- Methods
  - Extensive literature survey
  - Demonstration of method in existing spatial simulation software



# Cellular Automata and Multi-Agent Systems as automata systems

- Cellular Automata (CA)
  - Defined by
    - State (S)
    - Transition Rule (T)
    - Neighborhood (N)
  - Fixed location
- Multi-Agent Systems (MAS)
  - Defined by
    - S and T, too
  - Gifted with **mobility**
  - Social Sciences

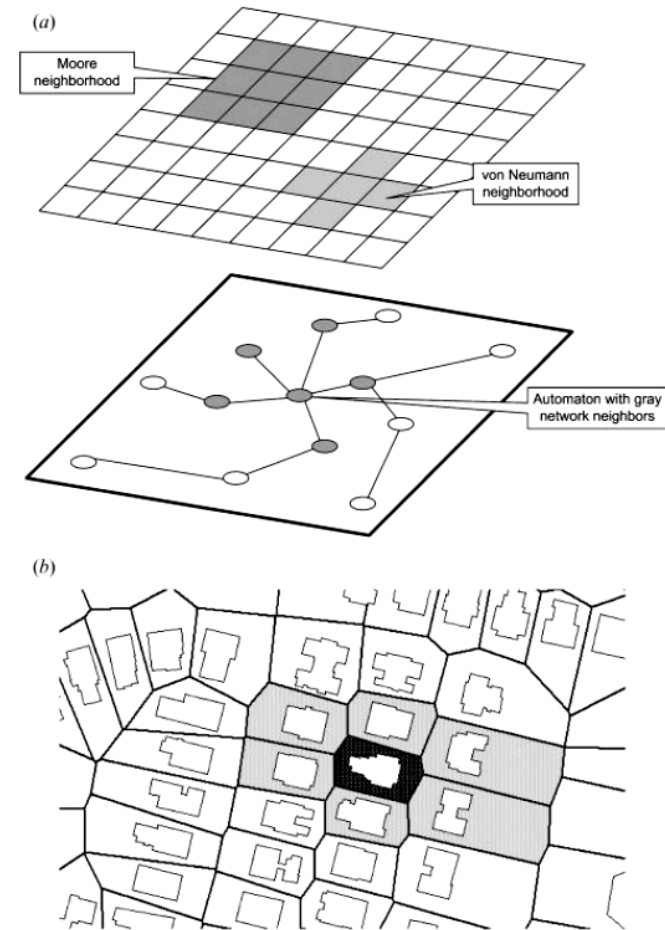
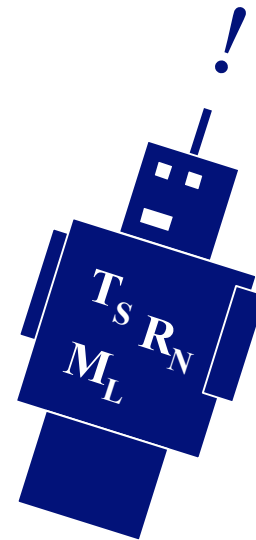


Figure 1. (a) Grid and network neighborhoods. (b) Voronoi neighborhood (gray), based on property coverage.

# A rationale for *Geographic* automata systems

- CA and MAS
  - Insufficient in characterizing the moving world
  - The models “misbehave”
- Cellular Automata
  - Only diffuse information
  - Not free to move
- Multi-Agent Systems
  - Often over-general
  - Underestimate importance of spatial behavior



# Geographic Automata Systems

- Georeferencing
  - Direct
  - Indirect

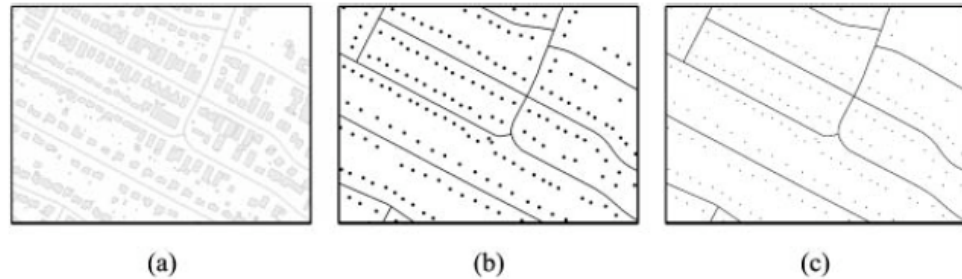


Figure 2. Direct geo-referencing. (a) Buildings are represented by means of foundation contours; road segments by means of road boundaries, (b) Buildings are represented by means of foundation centroids; road segments by means of a road segment centreline, (c) Building centroids and roads are represented by cells.

- Internal States for Animation:

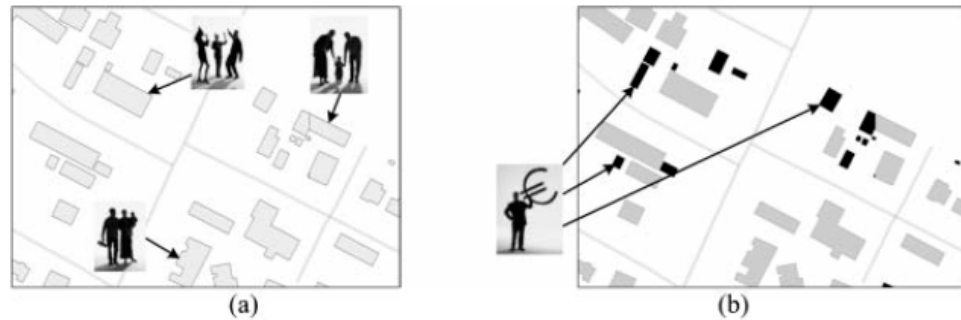
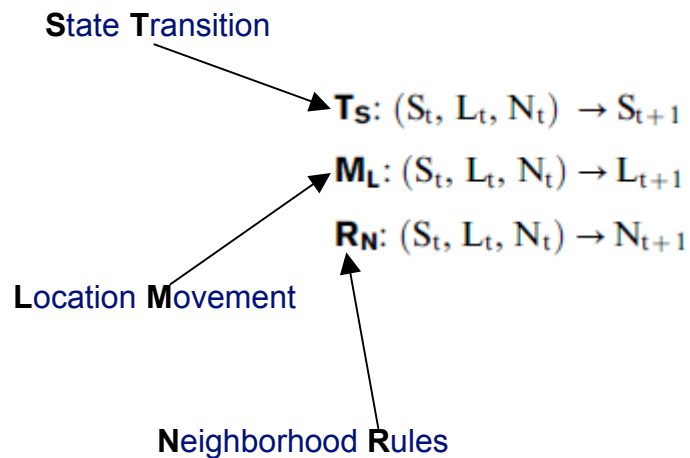


Figure 3. Indirect geo-referencing by pointing. (a) Locating households by pointing to the houses they occupy, (b) Locating a landowner by pointing to its properties.

# GAS as a dynamic extension of GIS

- Vector
  - Geographic automata correspond to GIS features
  - Location for fixed automata
  - Relationships easy to evaluate
- Raster
  - Parallel to Cellular Automata
  - (Probably intuitive)

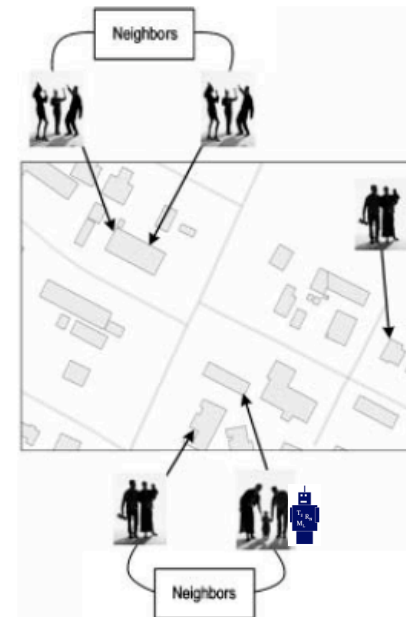


Figure 4. Neighbor relationships for indirectly located geographic automata. Two households are neighbors if they are located in the same property or in neighboring properties.

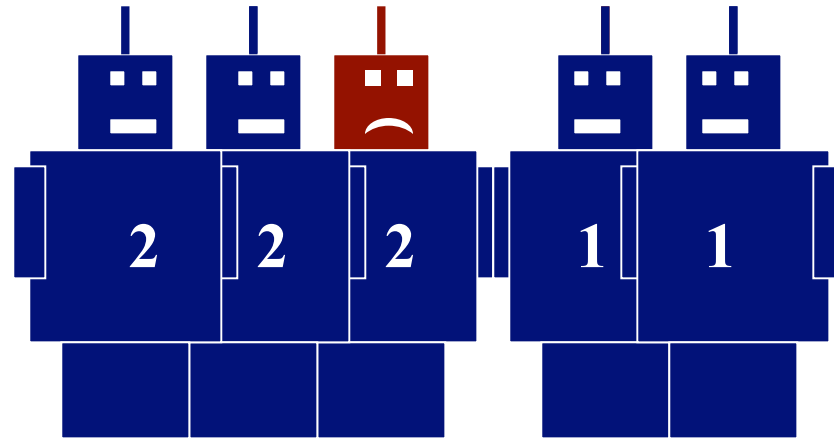
# From GAS to Dynamic Spatial System

- Managing Time

- Synchronous
- Asynchronous

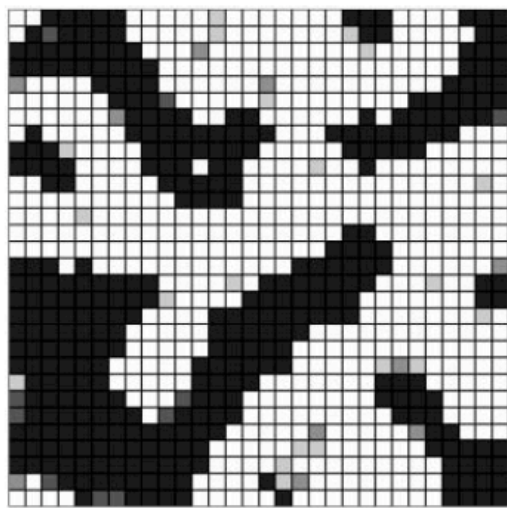
- Self-organization

- “It is very well known that if system rules are non-linear and the system is open, then the emergence and self-maintenance of entities at above-automata levels become feasible.”*
- Internal States ( $T_S$ ,  $M_L$ ,  $R_N$ )



# Implementing the GAS framework in an urban context

- Schelling model (1969)



(a)

Fraction of 'B'-agents  
in a house

- 0.75 to 1.00
- 0.50 to 0.75
- 0.25 to 0.50
- 0.00 to 0.25



(b)

Fraction of 'B'-agents  
in a house

- 0.75 to 1.00
- 0.50 to 0.75
- 0.25 to 0.50
- 0.00 to 0.25

Figure 6. Visual output of the Schelling model, implemented in (a) abstract and (b) real-world spaces.



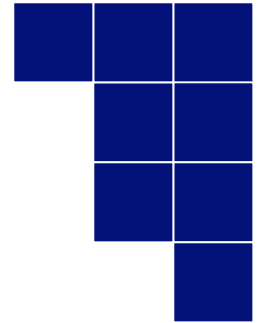
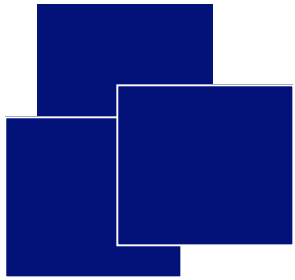
# Conclusions

- From GIS to GAS

*Geographic system* → Priority of location information and spatial relations between elements → Collective dynamics of geographic automata in space → GAS

- Adapting existing CA and MA to GAS

Source	Form of geographic automata	Characterization of states	Location of objects		
			Fixed	Non-fixed	Neighborhood rule(s)
(Chapin and Weiss 1962, 1965, 1968, Donnelly <i>et al.</i> 1964)	Identical square land cells	Discrete ordinal variable denoting fraction of urban land-use	Rectangular grid	–	3 × 3 Moore neighborhood
(Engelen <i>et al.</i> 1995; White and Engelen 1993, 1994, 1997, White <i>et al.</i> 1997)	Identical square land cells	Nominal variable representing four land-uses: vacant, housing, industry, commerce.	Rectangular grid	–	Cells at a distance less than 7 cell-units
...					...



Thanks!