

## Calibrating an Agent-Based Model of the Ambient Population using Big Data

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http://surf.leeds.ac.uk/

AAG 2018, New Orleans, April 12th, 2018

#### Ambient population

#### Not (only) where people live...



But where they are throughout the day

#### Quantifying the ambient population

## 1. Simulating urban flows and (big) data

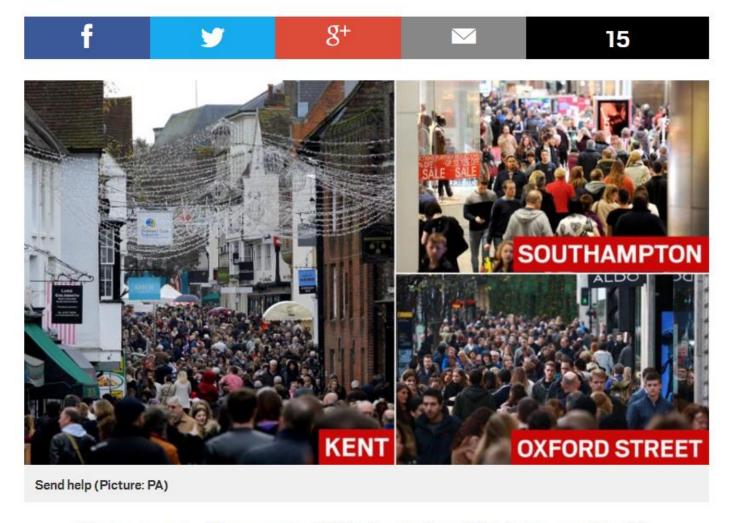
2. Agent behaviour and activities

3. Study area and data

4. Results and conclusions

# Photos show high streets insanely crowded in rush for the last presents





It's happened... There are just FIVE days left until Christmas and you'll





#### Possible applications

**Crime risk**: more people, more crime?

Air pollution risk: more people, more people affected

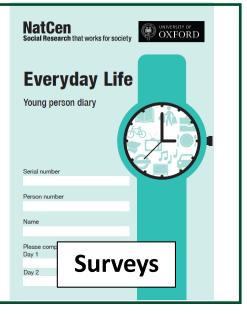
#### Calibration data



Census

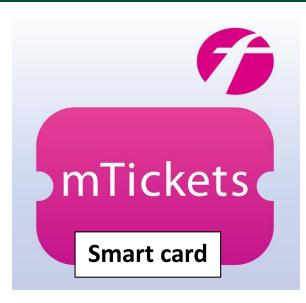


**Footfall** 





Twitter / Apps





Phone signal data

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#### Activities and agents

#### Individual agents that move around to do these activities:

Being home

Working

Shopping

Lunch / dinner in restaurants

Leisure (sports, going out, ...)

#### **Agents**

**Individuals** 

» Not yet households

#### Behaviour

#### Intensities as a behavioural framework

Agent has a certain intensity to do each activity in the model

Time intensity: time of day/week

Background intensity: recurrence pattern

→ No predetermined daily schedules for agents

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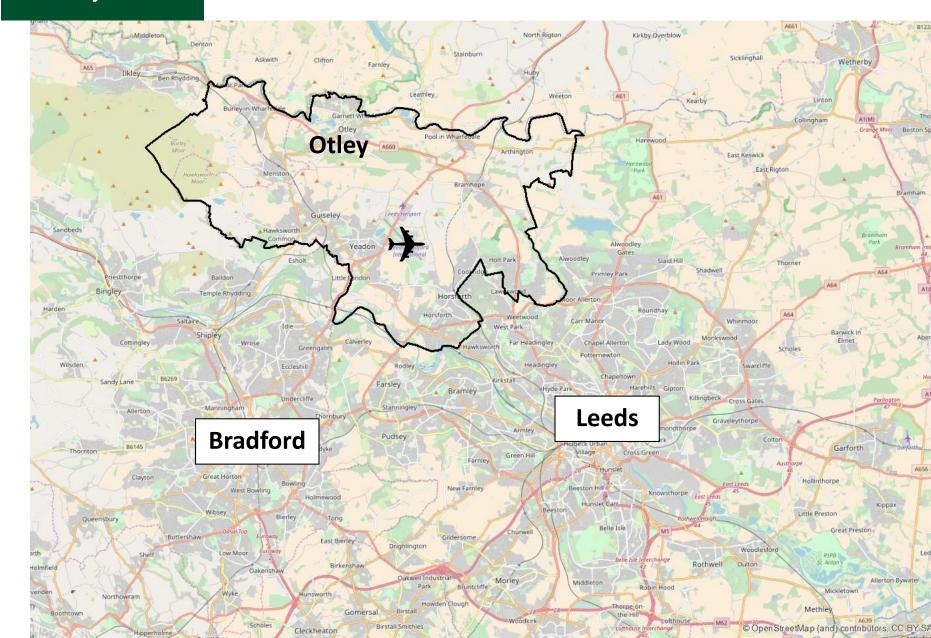
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#### Study area



## Study area



#### Data

#### **Census data**

Flows between home and work Output areas

> Focus on commuters / workdays in the model

#### **OpenStreetMap**

**Building functions** 

#### **Activity surveys (for calibration)**

UK Time Use Survey 2014-2015

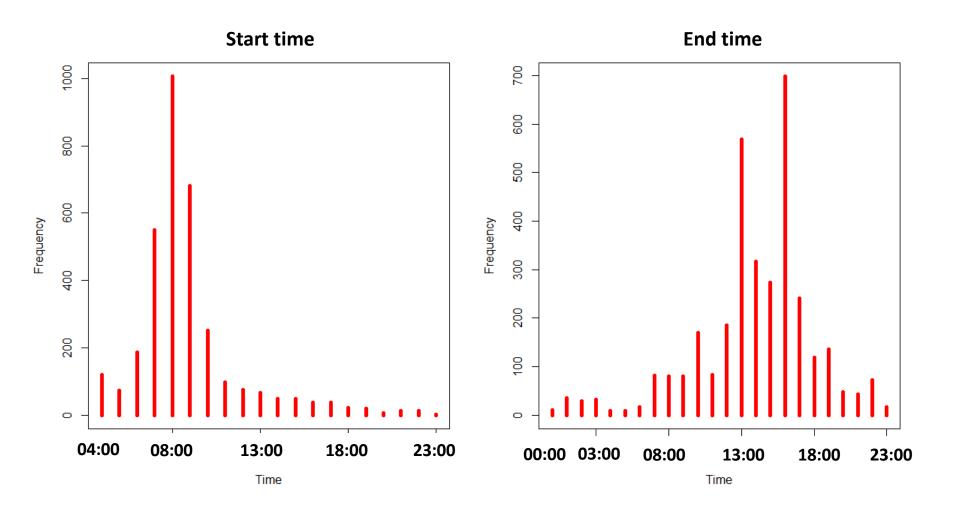
#### WiFi sensors (for validation)

Count individual phones passing by in Otley

#### **UK Time Use Survey**

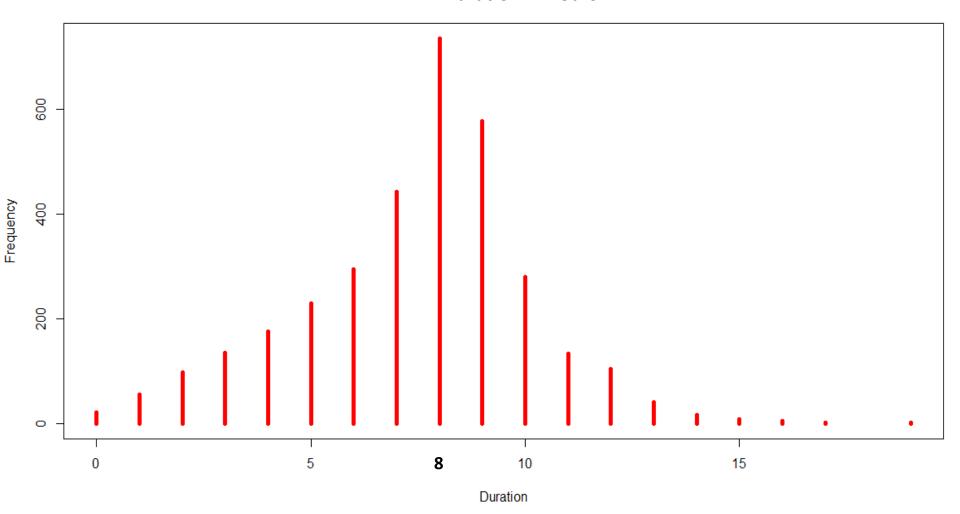
- 2014-2015 (update from 2000-2001)
- 8278 respondents
- Demographic and household information
- Home location at level of counties
- 10 minute intervals
- Main and secondary activities
- Type of location
- Other people they were with
- Computer/tablet/smartphone usage
- Levels of enjoyment
- Only 2 days per person

#### Working at the office



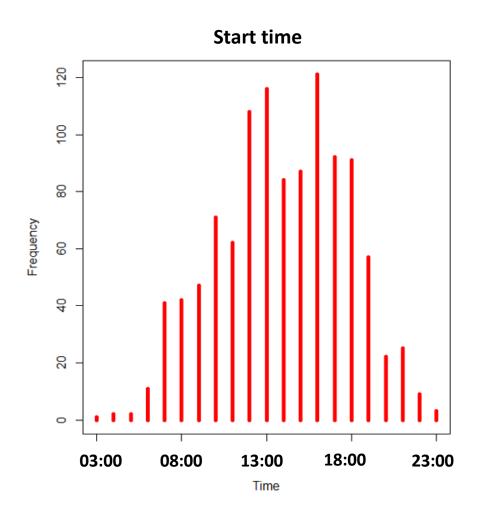
## Working at the office

#### **Duration in hours**



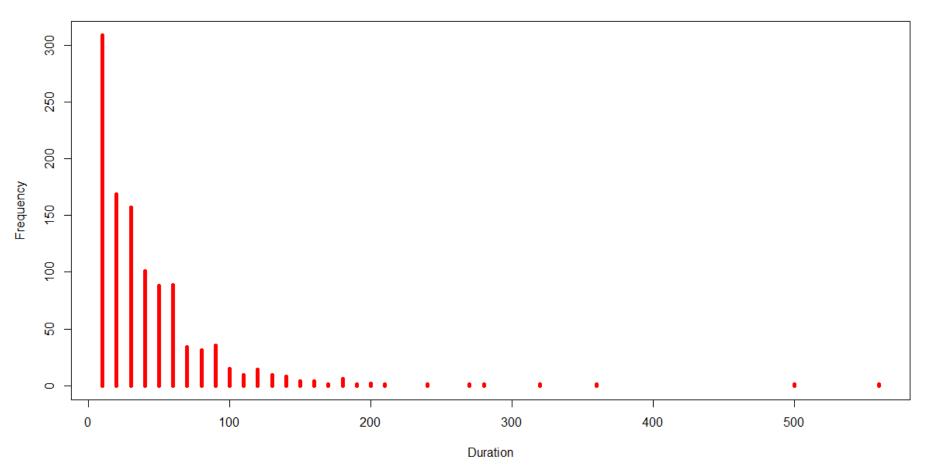
#### Shopping on a workday

About 30% of respondents do some shopping on a workday



## Shopping on a workday

#### **Duration in minutes**



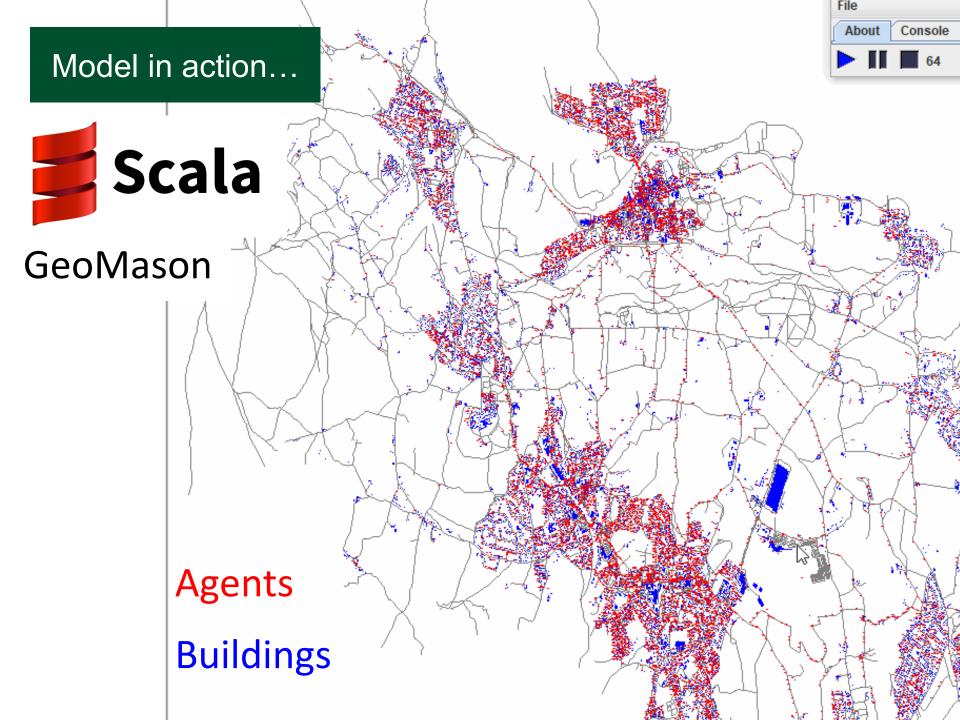
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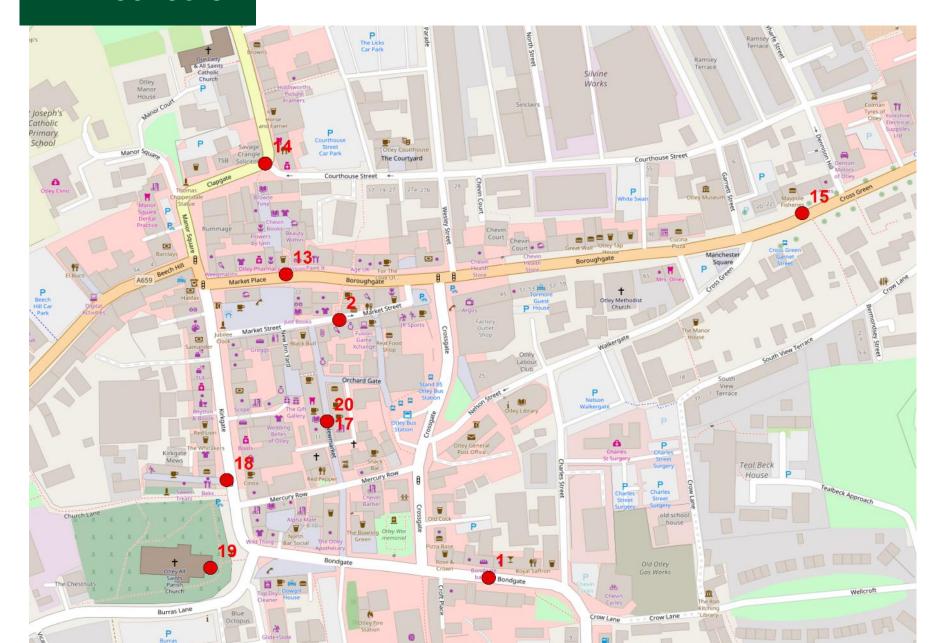
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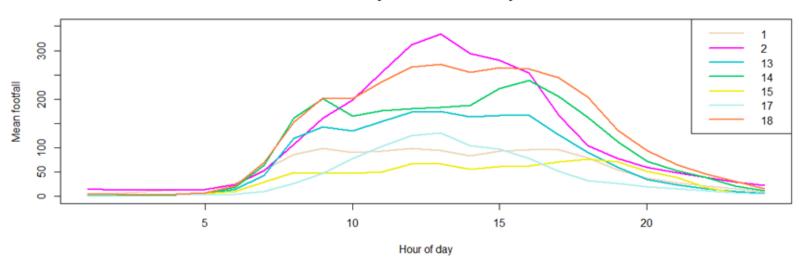


#### Wifi sensors

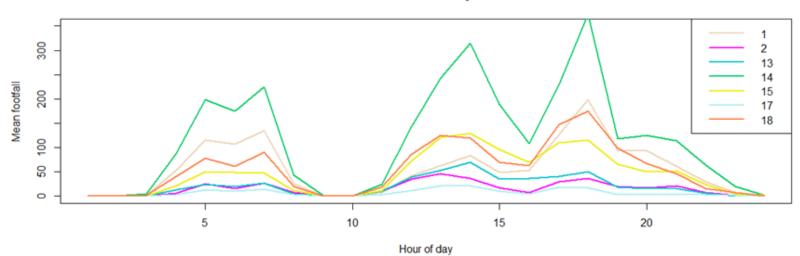


#### Footfall observations vs. model results

#### Mean 'weekday' observed footfall by sensor



#### Mean model footfall by sensor



#### Footfall observations vs. model results

#### What is the difference?

Retired people?

Unemployed people?

People with an irregular/flexible work schedule?

#### Conclusions

#### Modelling the ambient population

Not just counting numbers

But trying to model the behaviour of agents

#### **Combining datasets**

Big data, census, surveys...

#### Commuters vs. total ambient population



## Thank you!

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