

# **UrbanVCA: Urban Land-use Change Simulation and Prediction System based on Real Land-parcels**

**Version 1.5.0**



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HPSCIL

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# 1. Product Introduction

## 1.1. UrbanVCA Model

UrbanVCA is a GeoAI-based software for the simulation and prediction of urban development and land-use change process by using vector-based cellular automata. UrbanVCA supports the simulation and prediction of both land-use interchange and urban land-use expansion processes within the city (Yao et al. 2017, Zhai et al. 2020).

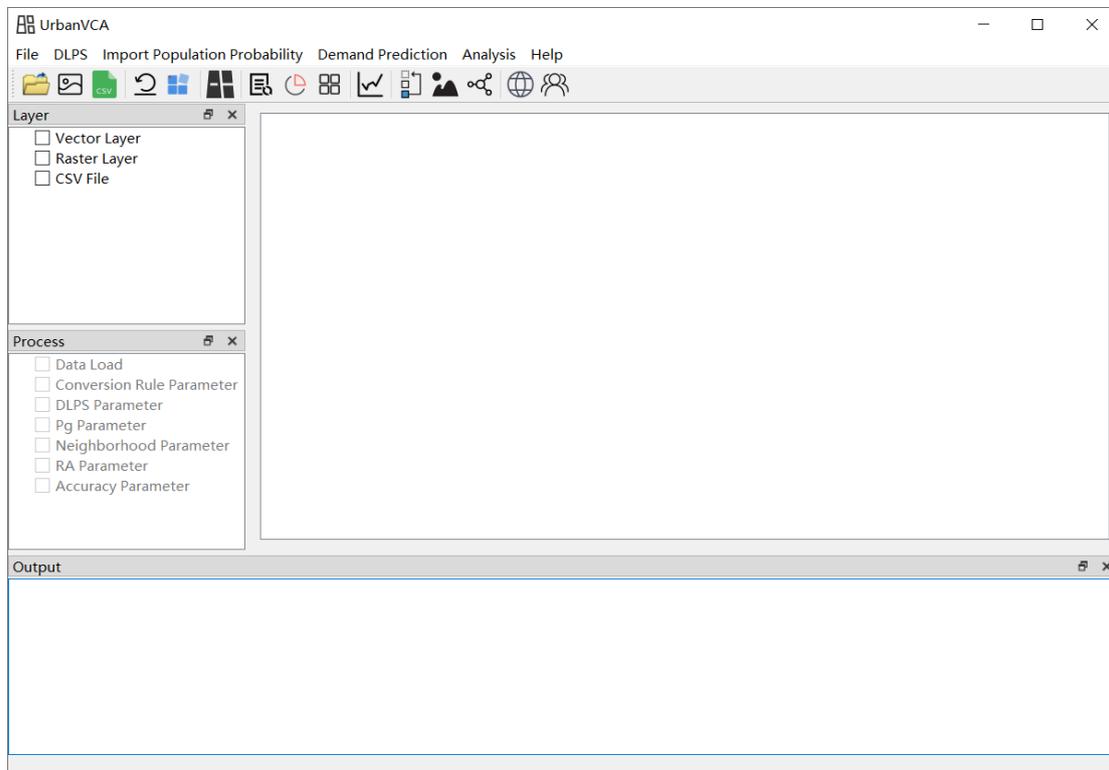
## 1.2. Target Users

Urban planners and researchers in the field of urban planning.

## 1.3. Installation

Please *unzip* the program to the full English file path. *Double-click* “UrbanVCA.exe” in the program directory to start the UrbanVCA program.

## 1.4. User Interface

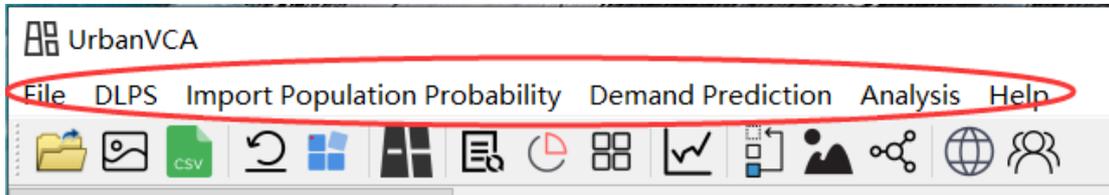


## 1.5. Software Control Panel Description

### 1.5.1. Menu Bar

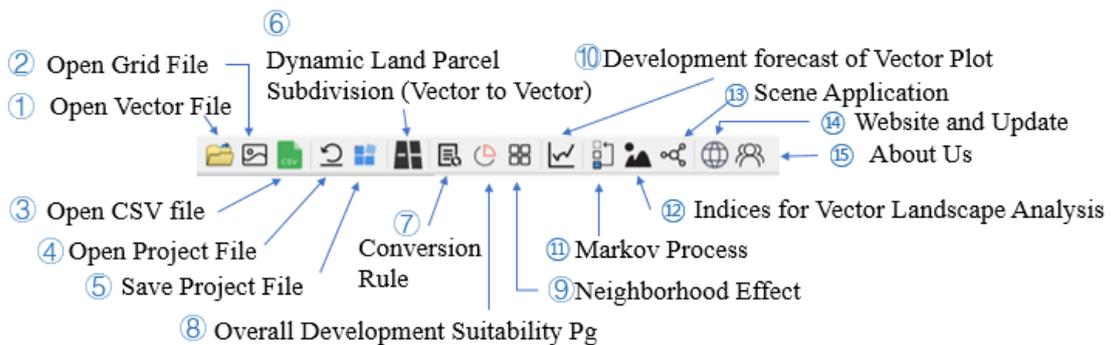
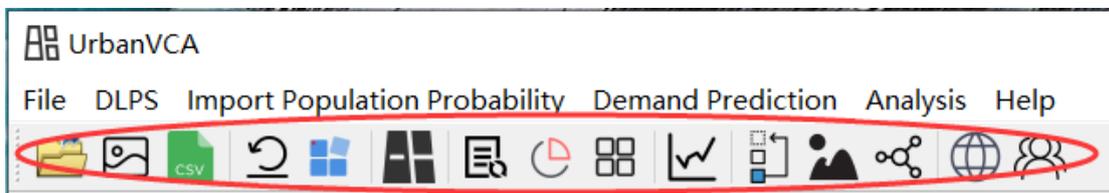
The menu bar of UrbanVCA includes six parts:

“File”, “DLPS”, “Import Population Probability”, “Demand Prediction”, “Analysis” and “Help”.



### 1.5.2. Tool Bar

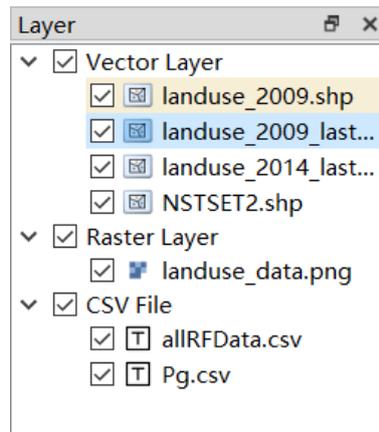
The tool bar of UrbanVCA includes 15 parts:



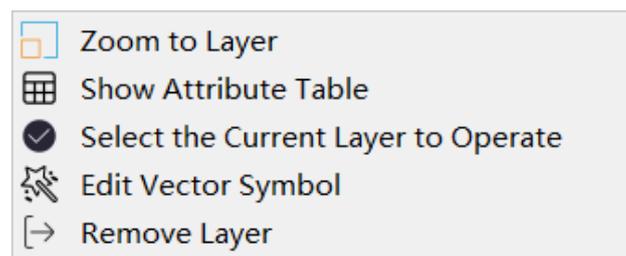
### 1.5.3. Data Management Panel

A brand-new interface for roaming, processing, editing the spatial data (raster and vector data) is designed. Basic functions of GIS are included, such as attribute edit, layer symbolization, zoom in and out operation, etc.

Data imported into UrbanVCA will be displayed and grouped by "vector layer", "raster layer" and " CSV file" layer according to its file format.

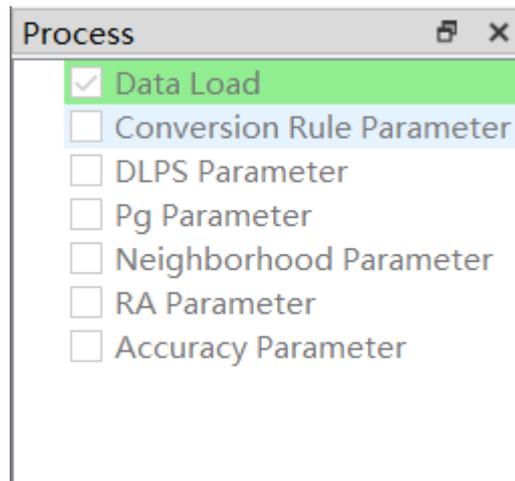


To determine a specific GIS operation, **Right-Click** the selected data and a GIS operation widget will pop up on hand. Available GIS operations include “Zoom to Layer”, “Show Attribute Table”, “Select the Current Layer to Operate”, “Edit Vector Symbol”, and “Remove Layer”.



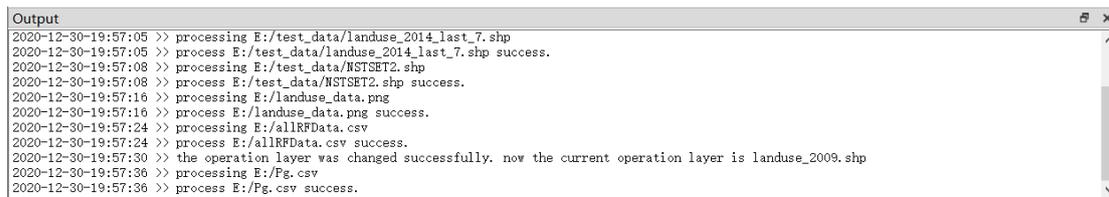
#### 1.5.4. Progress Indicator Panel

The panel marks the current progress in the entire workflow. The completed step will be checked with  $\checkmark$  and highlighted by a **light-green** shadow. The entire workflow of UrbanVCA includes “Data Load”, “Conversion Rule Parameter”, “DLPS parameter”, “Pg Parameter”, “Neighborhood Parameter”, “RA Parameter”, and “Accuracy Parameter”.



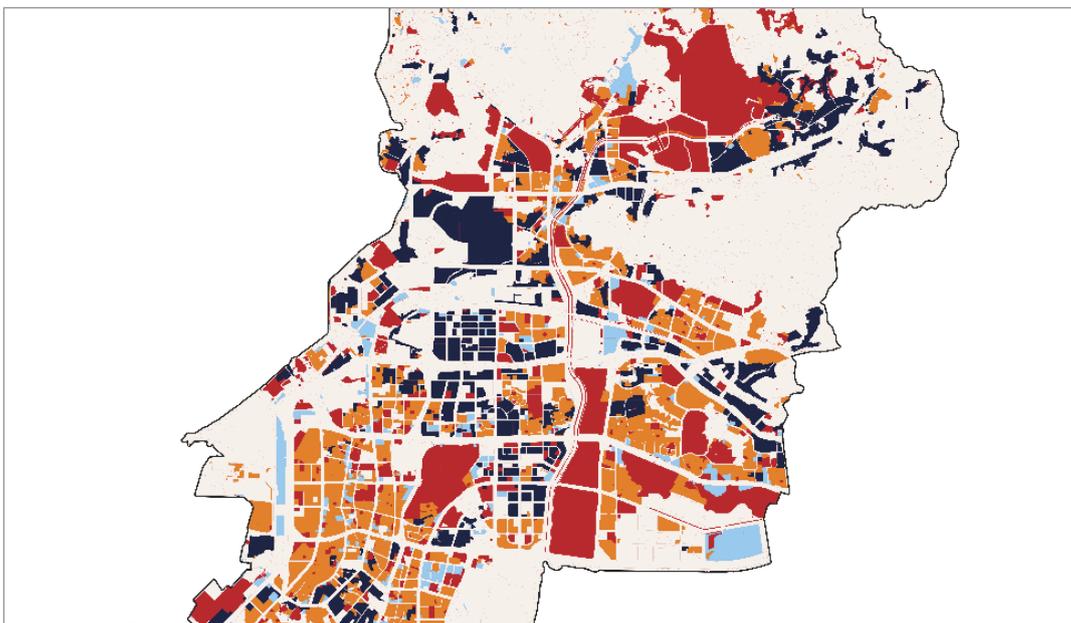
### 1.5.5. Log Output Panel

The panel outputs and displays the log when the model is executed.



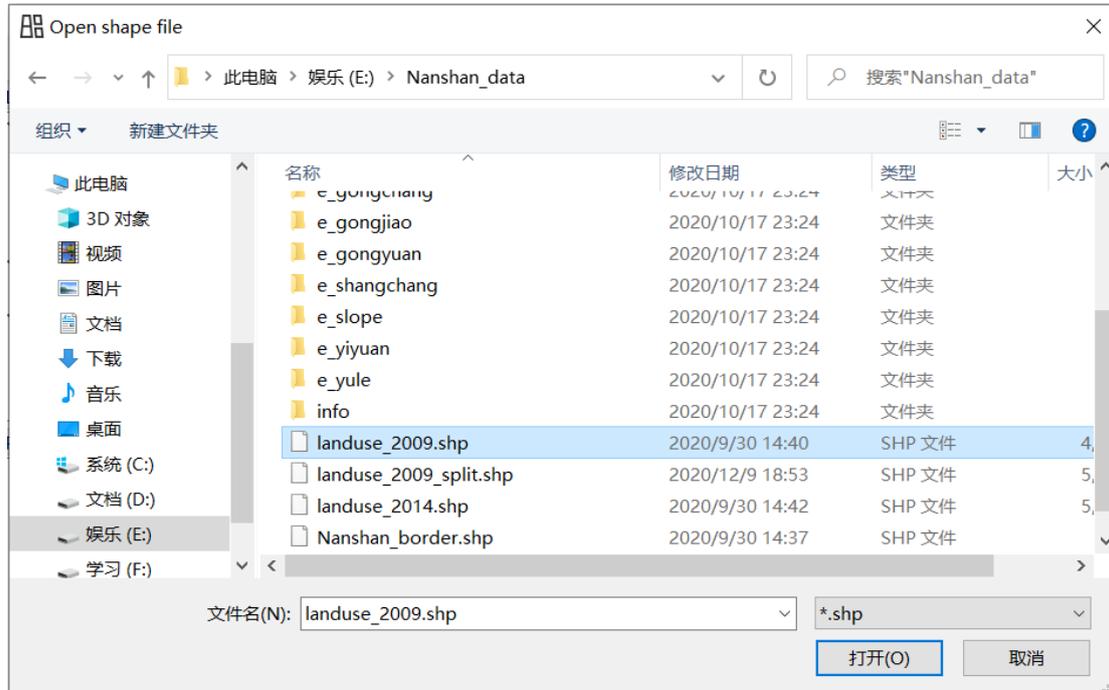
### 1.5.6. Data Visualization Panel

The panel supports roaming and display for vector and raster files imported into the system.



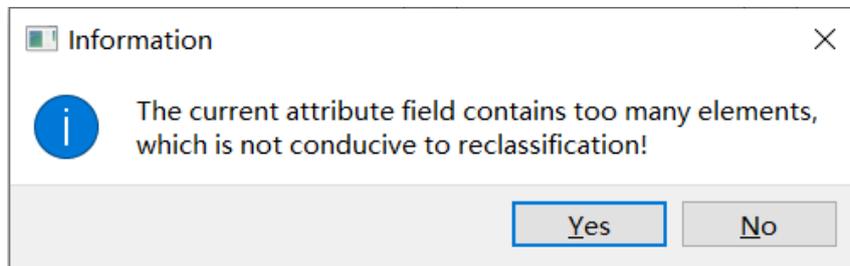
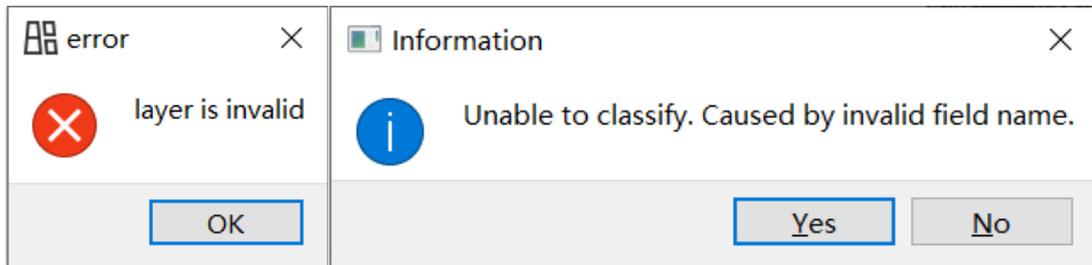
## 1.5.7. Directory Selection Dialog Box

This module provides a UI for directory and file selection.



### 1.5.8.Exception Prompt Dialog Box

This dialog box prompts the error and provides the necessary information to debug.

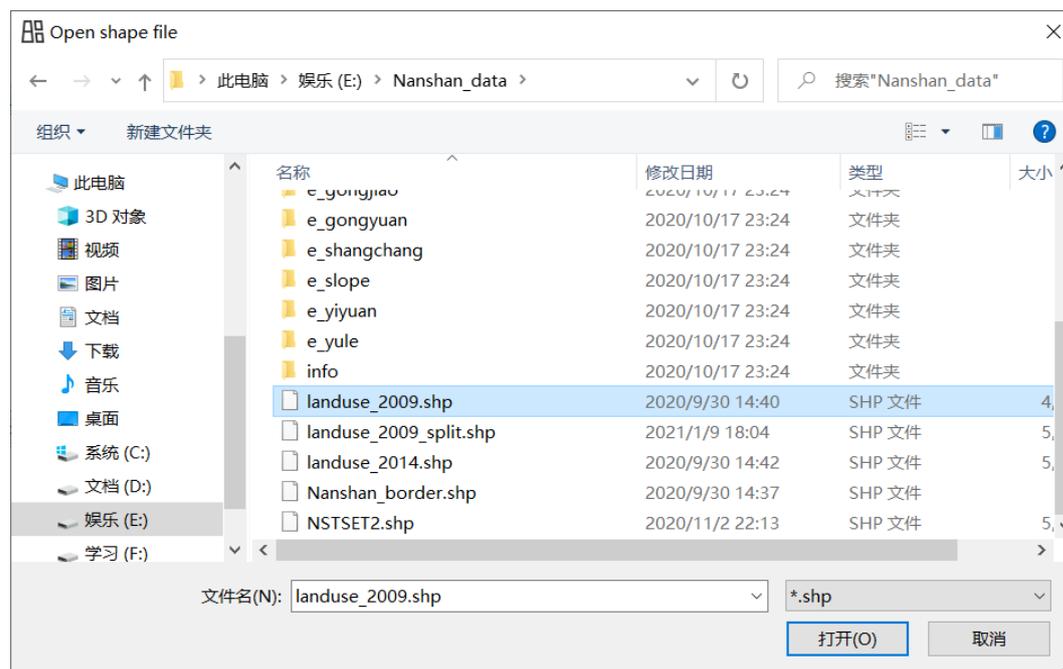


## 2. Data Display Function

### 2.1. Basic Function

#### 2.1.1. Import Files

**Click** the “Open Vector File” button  in the toolbar, it will automatically jump to the Directory Selection Dialog Box for vector file selection.

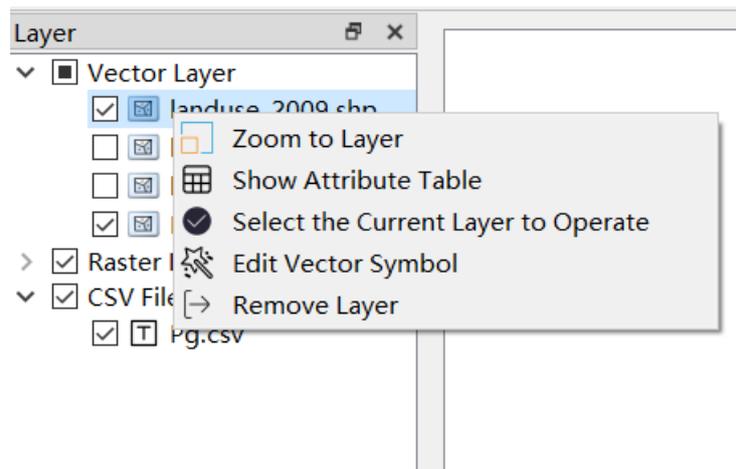


**Click** the “Open Grid File” button  in the toolbar, it will automatically jump to the Directory Selection Dialog Box for raster file selection.

**Click** the “Open CSV File” button  in the toolbar, it will automatically jump to the Directory Selection Dialog Box for CSV file selection.

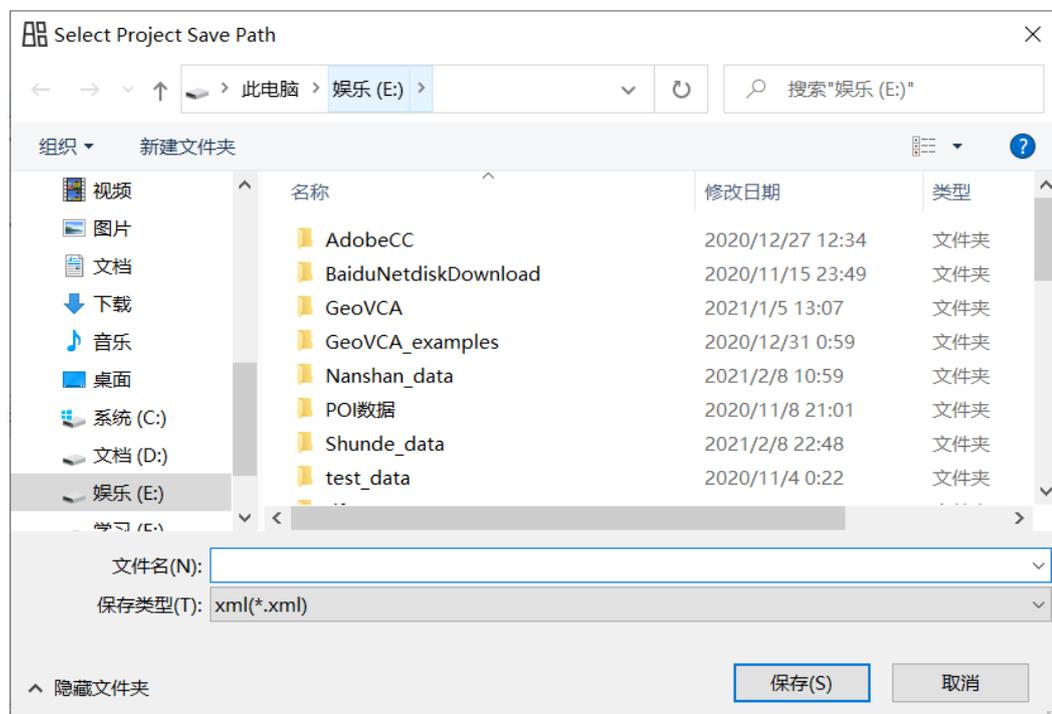
#### 2.1.2. Basic GIS Operations

**Right-click** the selected data layer, it will pop up a GIS operation widget, as shown in the figure below:



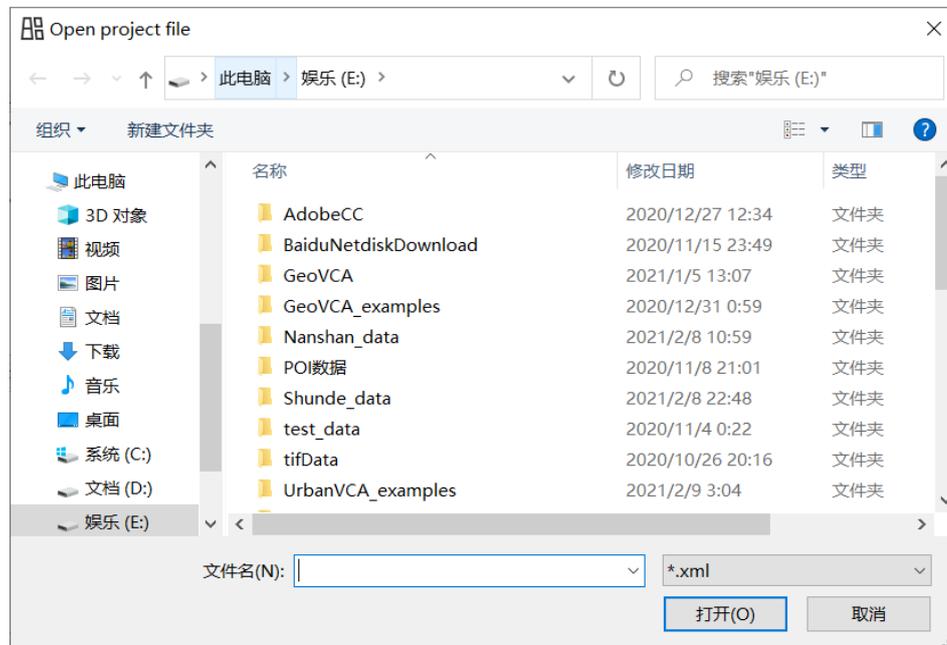
### 2.1.3. Save Project File (.xml)

**First-Click** the “File” in the menu bar and **choose** the “Save Project File” option, it will automatically jump to the Directory Selection Dialog Box to save the currently operating project in user’s specified directory path. Next, **Click** the toolbar’s  button would work in the same way.



### 2.1.4. Open Project File (.xml)

**First-Click** the “File” in the menu bar and **choose** the “Open Project File”, it will automatically jump to the Directory Selection Dialog Box for opening an existing project. Then, **Click** the toolbar’s  button would work in the same way.



### 2.1.5. Zoom to Layer

**Click** the “Zoom to Layer” button to display the data layer in a full view for either a vector or raster data layer.

### 2.1.6. Show Attribute Table

**Click** the “Open Attribute Table” button to show the attribute table of a selected CSV file.

Attribute *edit* is allowed for each entry, as shown in the figure below:

Attribute Table of "landuse\_2014.shp"

	OBJECTID	BSM	YSDM	TBYBH	TBBH	DLBM	DLMC	QSXZ	QSDWDM	QSDWMC	ZLDWDM	ZLDWMC	GL
301	105582	1738	2001010100		373	201	城市	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	
302	105583	1976	2001010100		497	118	水工建筑用地	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	
303	105736	3687	2001010100		77	201	城市	10	44030500300100000000	沙河街道	44030500300100000000	沙河街道	
304	105737	3571	2001010100		2022	201	城市	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
305	105738	3296	2001010100		1946	201	城市	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
306	105739	3394	2001010100		1264	102	公路用地	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	
307	105740	3270	2001010100		1196	201	城市	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	
308	105741	3297	2001010100	R	108	012	水浇地	10	44030500200100000000	南头街道	44030500200100000000	南头街道	T
309	105742	3327	2001010100		1958	201	城市	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
310	105743	1815	2001010100		1372	111	河流水面	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
311	105744	1814	2001010100		1371	118	水工建筑用地	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
312	105745	35053	2001010100	R	1471	012	水浇地	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	T
313	105746	34732	2001010100	R	1428	101	铁路用地	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	
314	105747	35262	2001010100		1495	033	其他林地	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	
315	105892	1007	2001010100		878	201	城市	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
316	105893	1008	2001010100		879	201	城市	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
317	105894	873	2001010100	R	775	012	水浇地	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	T
318	105895	867	2001010100		769	117	沟渠	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
319	105896	869	2001010100		771	117	沟渠	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
320	105897	887	2001010100		69	021	果园	10	44030500500100000000	桃源街道	44030500500100000000	桃源街道	
321	105898	879	2001010100		780	201	城市	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	
322	105899	877	2001010100		778	201	城市	10	44030500600100000000	西丽街道	44030500600100000000	西丽街道	

### 2.1.7. Select the Current Layer to Operate

**Click** the “Select the Current Layer to Operate” button, it will enable the selected layer for the vector symbolization function and the DLPS setting function.

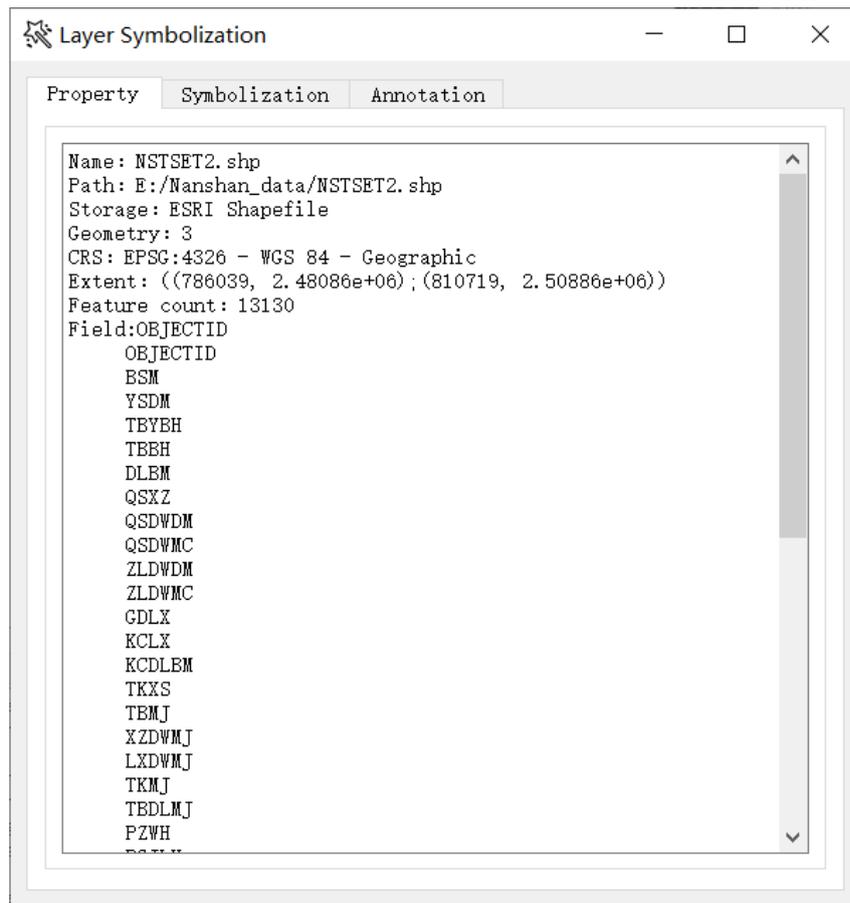
### 2.1.8. Edit Vector Symbol

**Click** the “Edit Vector Symbol” button to enable the file property option, symbolization option and Annotation option.

Note: this button will not be valid for non-vector layers.

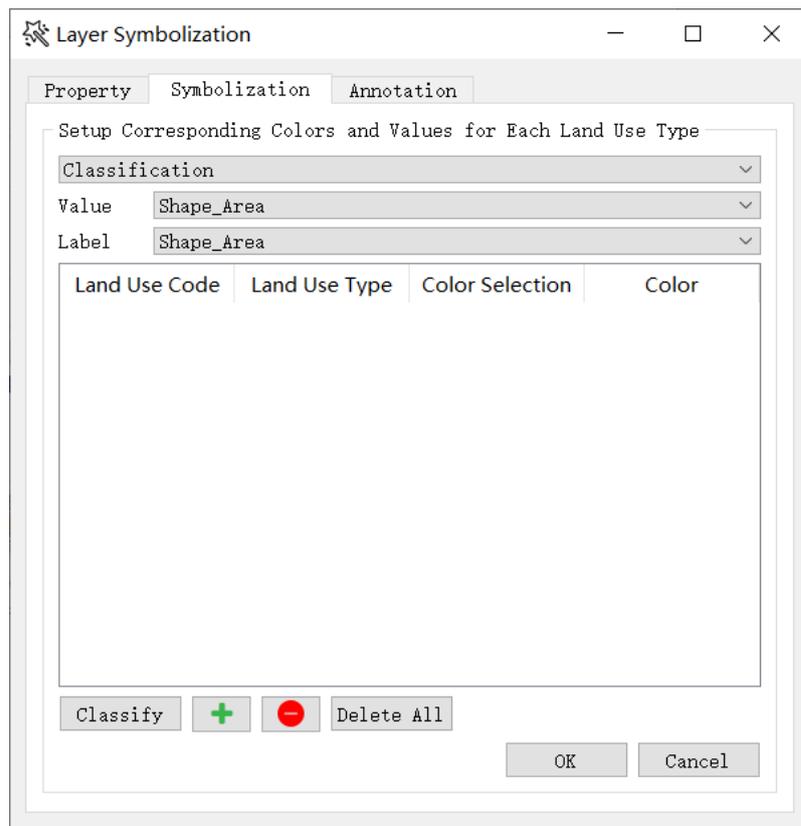
#### 2.1.8.1. Property

**Select** “property” to view the property information for the current open vector file:



### 2.1.8.2.Symbolization

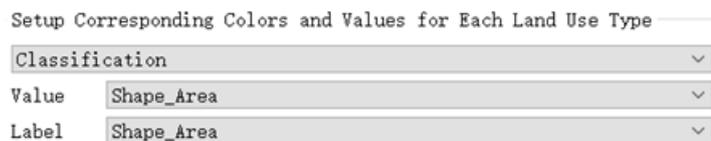
*Select* “Symbolization” to carry out symbolization operation. Users can *set* a classified display for different attribute fields:



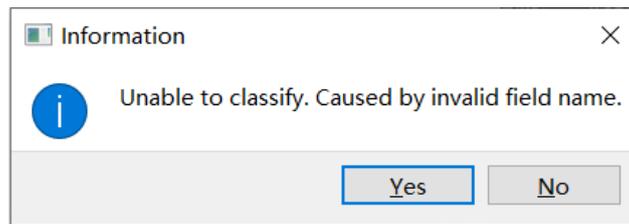
For the “classification” drop-down box, users can *select* a specific Symbolization Method for the currently operating data layer.

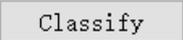
For the “Value” drop-down box, users can *select* a specific field name that needs classification.

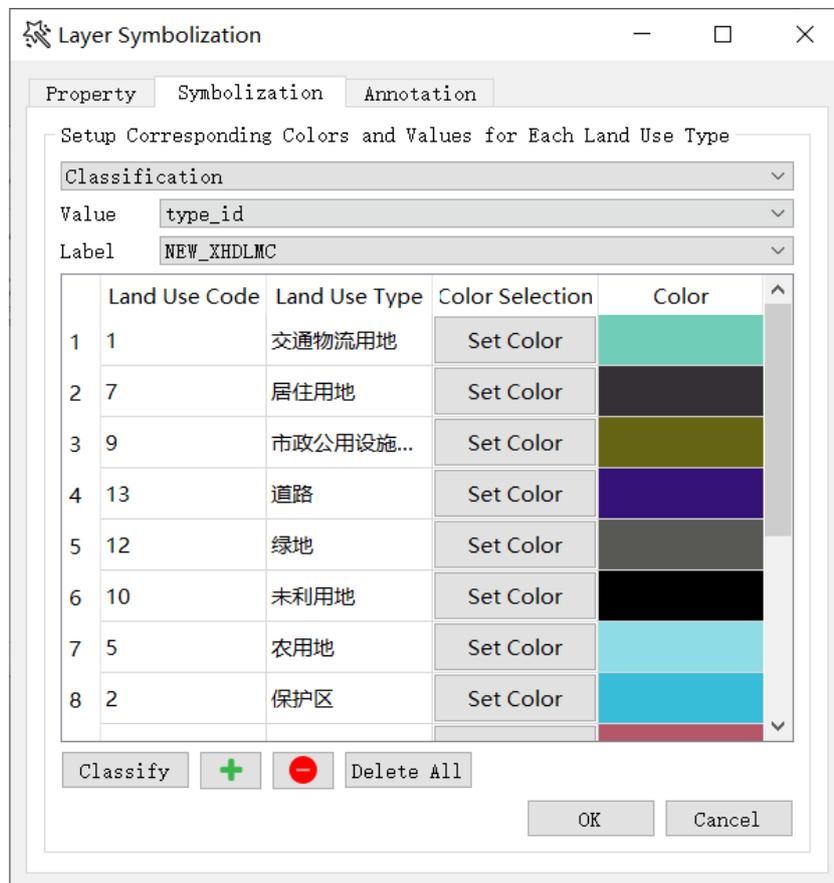
For the “Label” drop-down box, users can *select* a specific field name that labels the category.



Note: if a non-numeric field is selected in the “Value” drop-down box, Exception Prompt Dialog Box will pop up and ask the user to *re-select* a valid field:



Click the “Classify”  button to conduct Vector Symbolization and initialize classification automatically. A sample of classification result is shown as follows:



Click the “add a class”  button, it will automatically add a new category, as shown below:



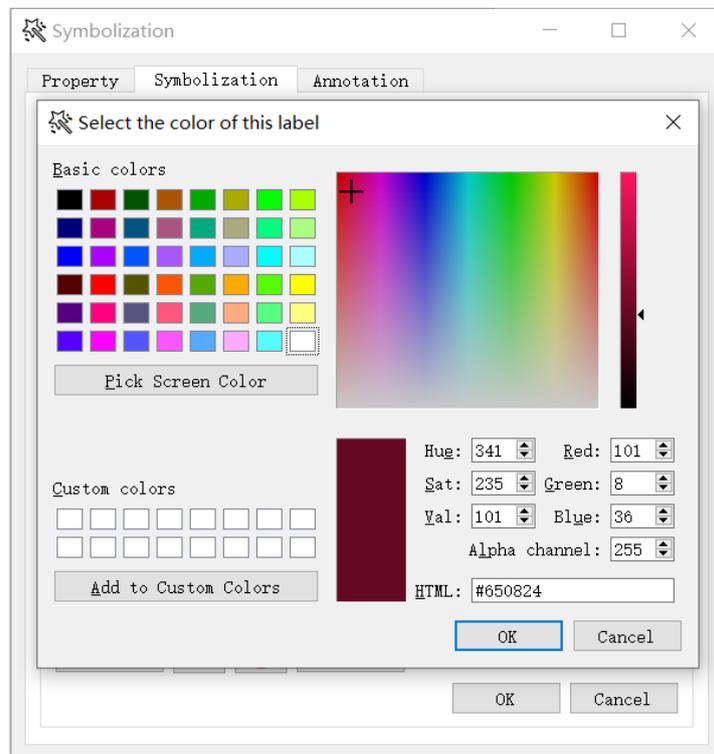
Click the “delete a class”  button, it will delete the current selected category, as shown below:



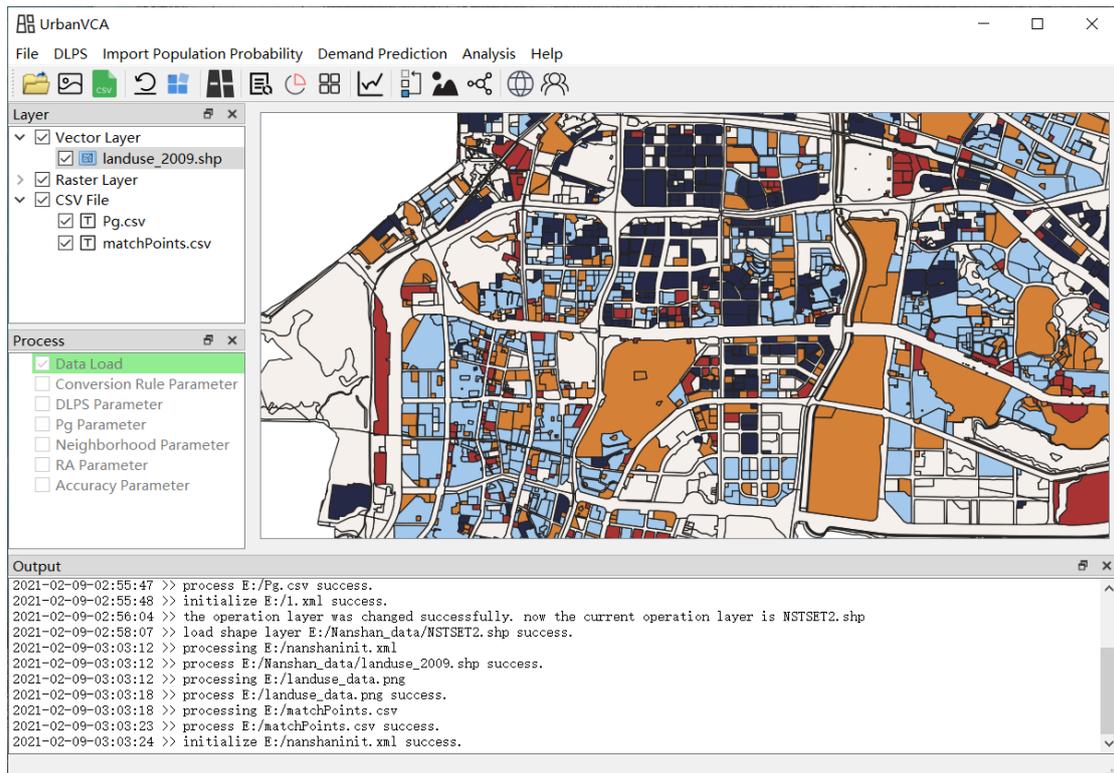
**Click** the “delete all classes”  button, it will automatically clear the current contents.

Users can **adjust** the filed in either “Value” or “Label” drop-down box. **Click** the “Classify”  button to **redo** the classification initialization process.

**Click** the “Set Color”  button, it will automatically jump to a color selection widget to select the color of this label, as shown below:

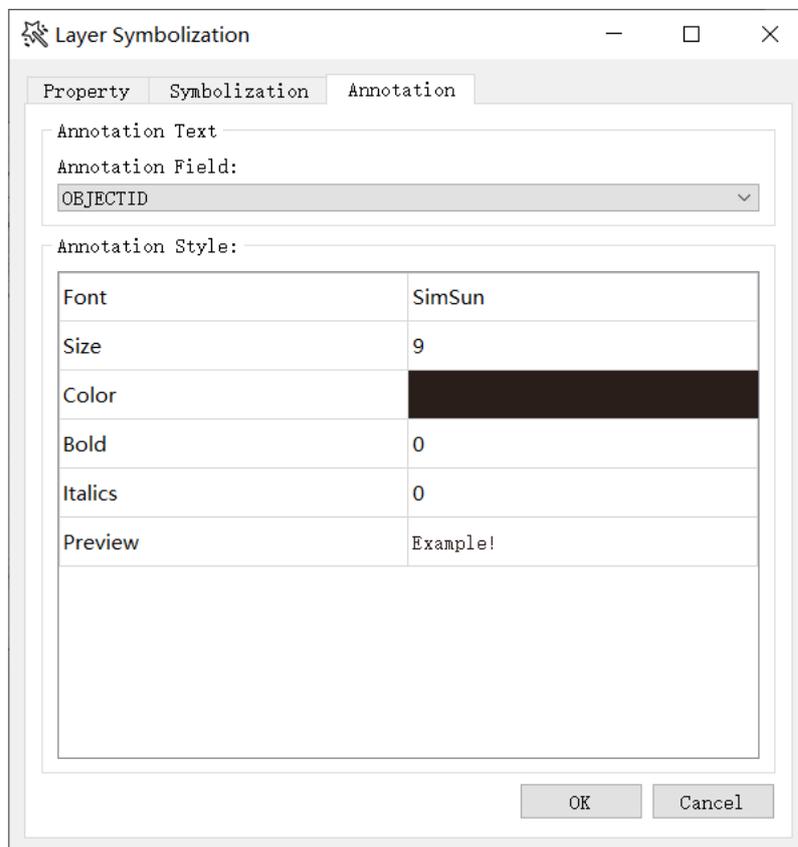


**Click** the “OK”  button to exit the “Layer Symbolization” interface after all parameter settings are done. It will refresh the display interface and change the layer style based on user’s layer symbolization settings. A sample rendering result is shown as below:



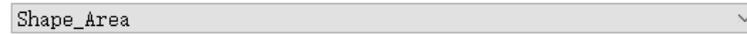
### 2.1.8.3.Annotation

*Select* “Annotation” to conduct annotation configuration:

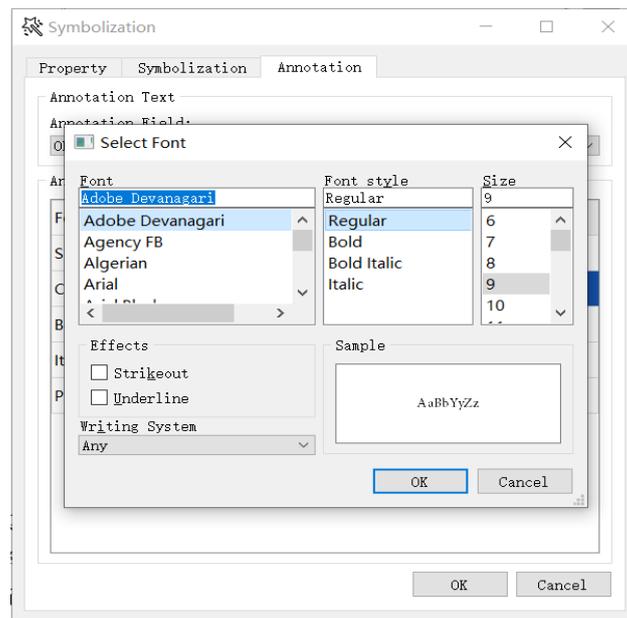


For the “Annotation Field” drop-down box, users can *select* a specific attribute which needs annotation setting.

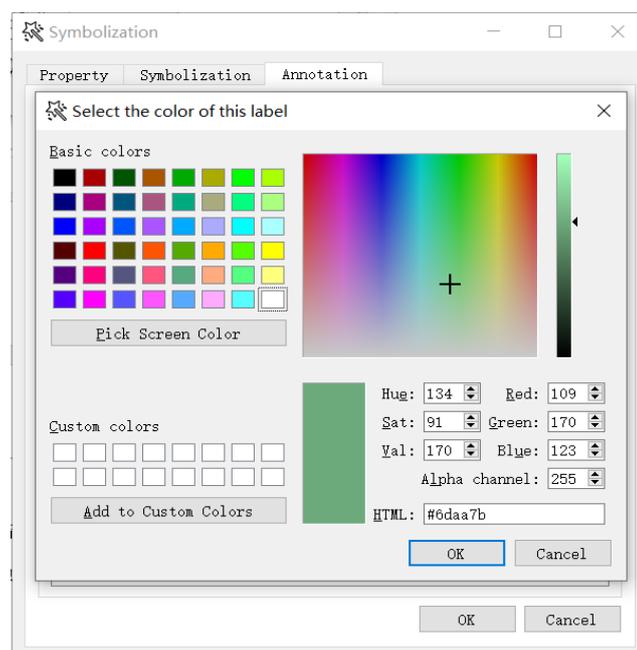
Annotation Field:



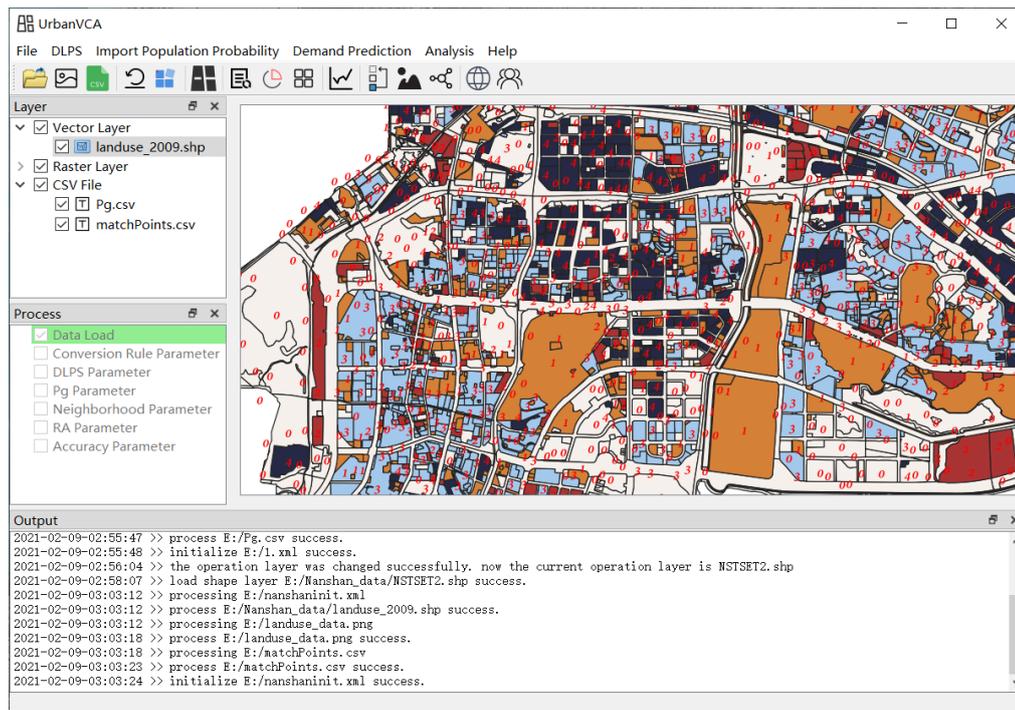
Users can *configure* annotation styles including Font, Size, Color, Bold, Italics and Preview as provided by UrbanVCA:



Likewise, a color selection widget is provided for selecting the annotation color, as shown below::



**Click** the “OK”  button to exit the “Layer Symbolization” interface after all parameter settings are done. It will refresh the display interface and change the layer style based on user’s layer symbolization settings. A sample rendering result is shown as below:



### 2.1.9. Remove Layer

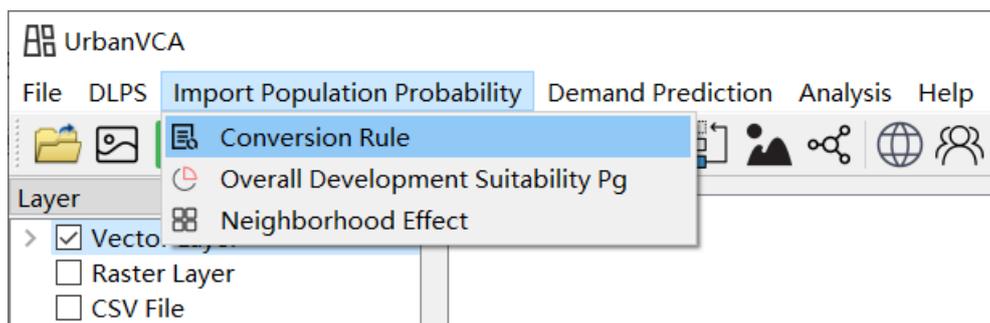
**Click** the “Remove Layer” button in the GIS operation widget, the selected layer will be removed immediately from the current project.

## 3. Urban Land-use Change Simulation Function

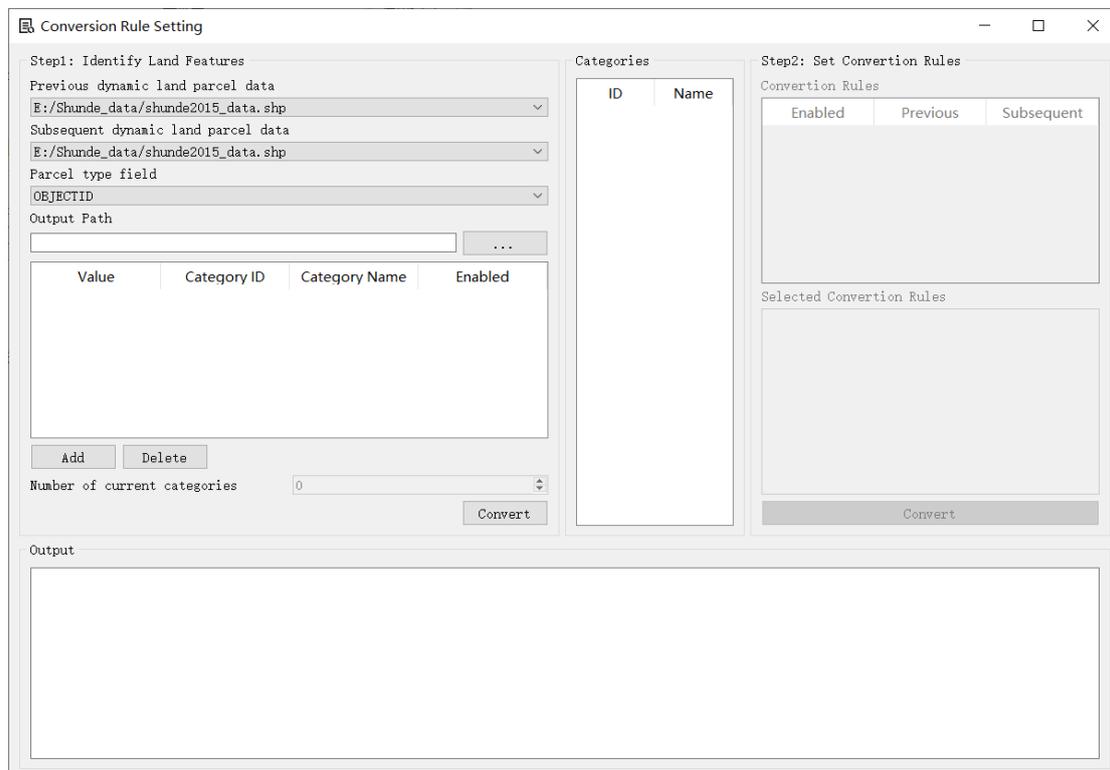
### 3.1. Conversion Rule

#### 3.1.1. Features

**First-Click** the “Import Population Probability” in the menu bar and **choose** the “Conversion rule”, it will automatically jump to the Conversion Rule Setting Module.



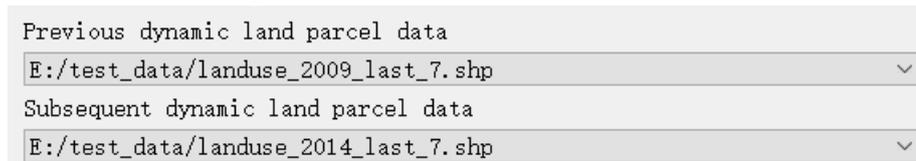
**Click** the toolbar's  button would work in the same way:



Note: this module will not be valid until vector files are imported.

#### 3.1.2. Field Reclassification

This module is used to unify the category format by category reclassification. First we need to choose the vector files for processing. Specifically, “Previous dynamic land-parcel data” corresponds to the vector file before conversion, while “Subsequent dynamic land-parcel data” corresponds to the converted vector file. Vector file selection drop-down box as shown as below:



The image shows two drop-down menus. The first menu is titled "Previous dynamic land parcel data" and has a selected value of "E:/test\_data/landuse\_2009\_last\_7.shp". The second menu is titled "Subsequent dynamic land parcel data" and has a selected value of "E:/test\_data/landuse\_2014\_last\_7.shp".

After successfully importing both “previous” and “subsequent” vector files, this module will automatically identify their common fields. Users can use the "Parcel type field" drop-down box to *select* a specific field that needs field reclassification operation. The “Parcel type field” drop-down box is shown as below:



The image shows a drop-down menu titled "Parcel type field" with a selected value of "NEW\_XHDLMC".

After the “Parcel type field” box is set up, this module will automatically analyze the attribute values of the two selected vector files and display them in a table panel.

The first column “Value” shows unique attribute values of the selected field, the second column “Category ID” shows the category number that aligns with the first column, the third column “Category Name” provides a drop-down box to determine its reclassified category, and the fourth column “Enable” signs whether subdivision is enabled for the selected category.

Users can *reclassify* the category to a new one by selections in the drop-down box of “Category Name” column, as shown in the figure below:

	Value	Category ID	Category Name	Enabled
1	公路用地	2	建筑用地	False
2	沟渠	0	未利用地	True
3	设施农用地	0	未利用地	True
4	其他园地	0	农用地	True
			建筑用地	True

Add Delete

**Double-click** the True/False cell in the “Enabled” column to change its subdivision status (either True of False), as shown in the figure below:

	Value	Category ID	Category Name	Enabled
15	旱地	0	未利用地	True
16	人工牧草地	1	农用地	True
17	风景名胜及特殊...	0	未利用地	False
18	城市	0	未利用地	True

**Click** the “Add a category”  button, a new custom category will be added through the dialog box:

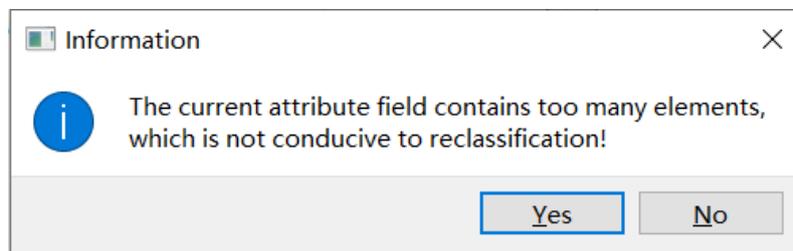
Add a category ? X

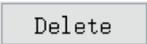
Please enter the name of the new category

**Enter** a desired category (for example, water body) in the dialog box and **click** the "OK"  button, a new category can be added. The system will automatically display the categories that have been added successfully, as shown in the figure below:

Categories		
	ID	Name
1	0	未利用地
2	1	农用地
3	2	建筑用地
4	3	居民用地

Noted that if too many categories are added, the system will raise prompts as follow:



**Click** the "Delete" button  to delete the selected category entry.

When reclassification of all categories is set up properly, users should **click** the "Convert"  button to carry out the I/O operation that writes a new vector data with new category names, new category IDs, and a new attribute field that signs whether this category supports subdivision.

### 3.1.3. Customize the Conversion Rules

After the field reclassification is completed, users should manually **set** the conversion rules of the land-parcel (for example, restricting some non-convertible land-parcel categories from land-use change). The conversion rules can be set through the "Conversion Rule" table, as shown below:

	Enabled	Previous	Subsequent
9	False	水体	未利用地
10	False	水体	商业用地
11	False	水体	水体
12	False	水体	居住用地
13	False	居住用地	未利用地
14	True	居住用地	商业用地
15	False	居住用地	水体
16	False	居住用地	居住用地

The first column “Enabled” indicates whether the specific conversion rule is allowed. By *double-clicking* the first cell of each entry, users can change the True/False status and thus specify the availability of each land-use conversion rule.

Take the 14<sup>th</sup> entry as example, the conversion from 居住用地 (residential land) of the “Previous” column to 商业用地 (commercial land) of the “Subsequent” column is allowed as its “Enabled” column is specified as True.

The system will display the selected conversion rules (by its original field name) in the following box, which is shown as below:

Selected Conversion Rules

交通物流用地->居住用地; 交通物流用地->公用设施用地; 市政公用设施用地->居住用地; 市政公用设施用地->公用设施用地; 道路->居住用地; 道路->公用设施用地; 绿地->居住用地; 绿地->公用设施用地; 未利用地->居住用地; 未利用地->公用设施用地; 农用地->居住用地; 农用地->公用设施用地; 保护区->居住用地; 保护区->公用设施用地; 公共管理与公共服务用地->居住用地; 公共管理与公共服务用地->公用设施用地; 工业用地->居住用地; 工业用地->公用设施用地; 特殊用地->居住用地; 特殊用地->公用设施用地; 水体->商业用地; 居住用地->商业用地; 公用设施用地->商业用地;

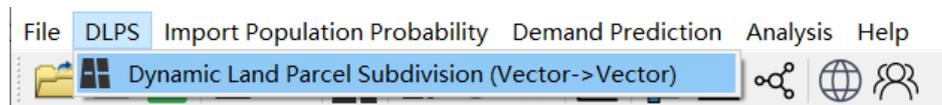
By *clicking* the “Convert”  button, the custom conversion rules will be confirmed and a corresponding text file would be generated and imported. UrbanVCA determines the land conversion rules according to this

generated text file.

## 3.2. Vector Land-parcel Subdivision Parameter Setting

### 3.2.1. Features

**First-Click** the “DLPS” in the menu bar and **choose** the “Dynamic Land-parcel Subdivision (Vector -> Vector)”, it will automatically jump to the Dynamic Land-parcel Subdivision Module.



Click the toolbar's  button would work in the same way:

Dynamic Land Parcel Subdivision

File Path

Input ShapeFile Path:  
E:/Shunde\_data/after/Sub\_shunde2018\_data.shp ...

Output ShapeFile Path:  
E:/Shunde\_data/after/Sub\_shunde2018\_data\_split.shp ...

Splitting Params

Max iteration 1 Max parcel size 2000

Field Name of Parcel Category  
DLMC

Allowable multiply of standard deviation between parcel area and average parcel area 3

Set and Demonstrate of Dynamic Land Parcel Subdivision

Output

Note: this module will not be valid until vector files are imported.

### 3.2.2. Dynamic Land-parcel Subdivision (DLPS)

Users should *select* the file path first before DLPS. By default, the system will specify vector file that was already imported as the input file.

Users can *specify* other vector files as input by *clicking*  button to open the Directory Selection Dialog Box. The directory to which the input vector file belongs would be set as the output path, and the output file would be automatically named after the original file with a suffix "\_split". A sample case is shown as below:

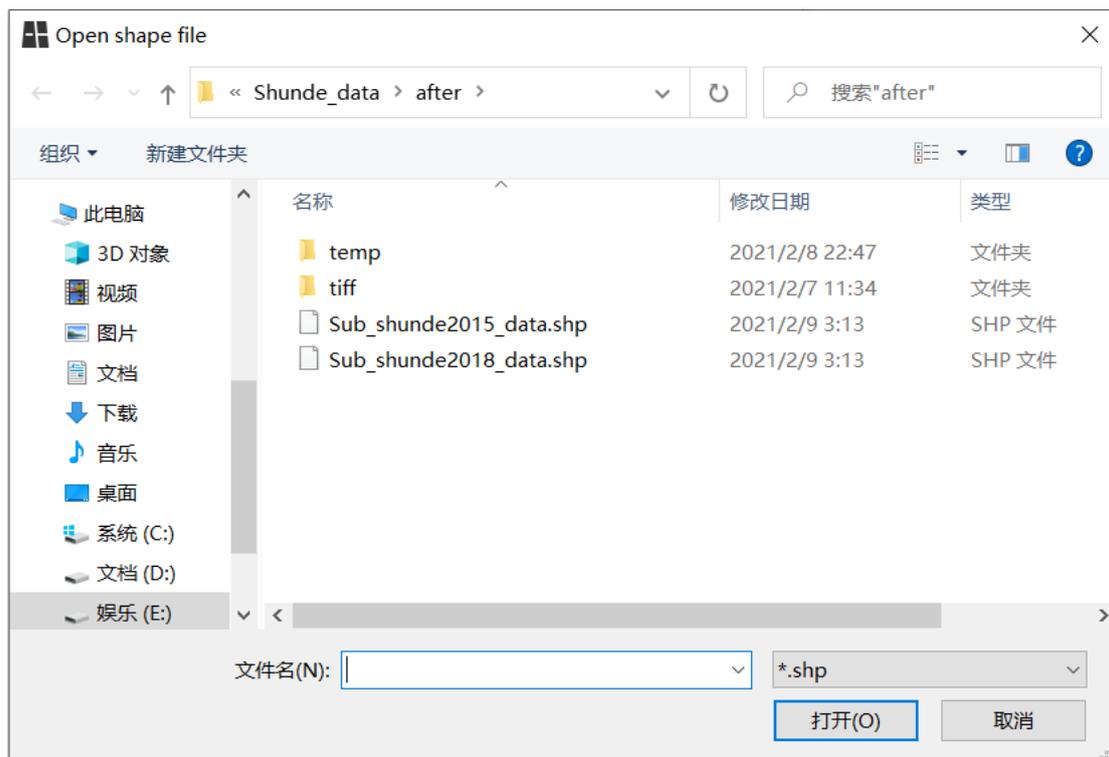
**File Path**

Input ShapeFile Path:

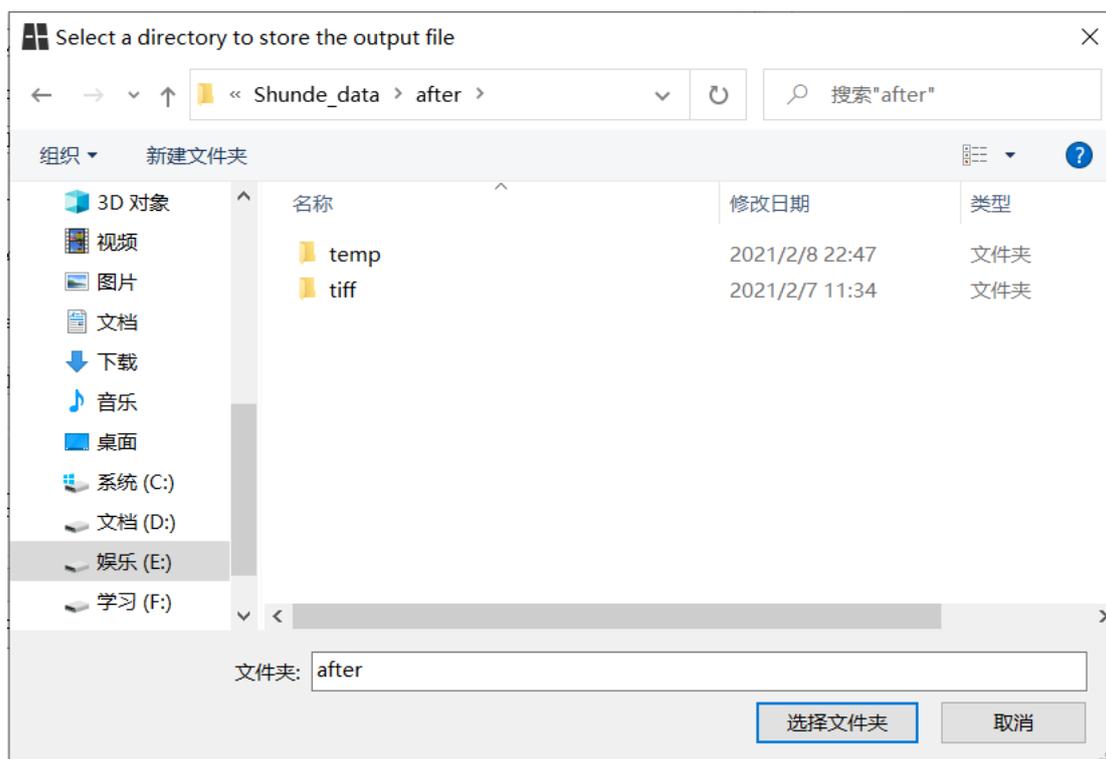
E:/Shunde\_data/after/Sub\_shunde2018\_data.shp ...

Output ShapeFile Path:

E:/Shunde\_data/after/Sub\_shunde2018\_data\_split.shp ...



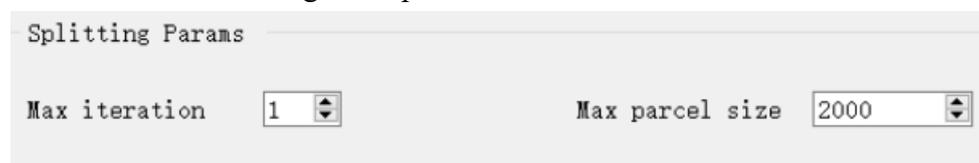
Users are allowed to *specify* other locations as output directory by *clicking*  button to open the Directory Selection Dialog Box. The new output directory would take place the default setting and the output file would be automatically named after the original file with a suffix "\_split".



Users should *set* the Splitting Params for DLPS, including the maximum iteration loops and the maximum parcel size.

The value of Max parcel size is a threshold to determine whether or not to further split a land-parcel. For example, if this value is set to 2000, land-parcels that are smaller than 2000 would not be processed by the subdivision program any more.

The interface for setting these parameters is shown as below:



Users should *select* a field for DLPS through the "Field Name of Parcel Category" drop-down box. If a non-numeric field is selected, the module will raise an error in the LOG output box. The drop-down box interface of "Field Name of Parcel Category" is shown as follows:



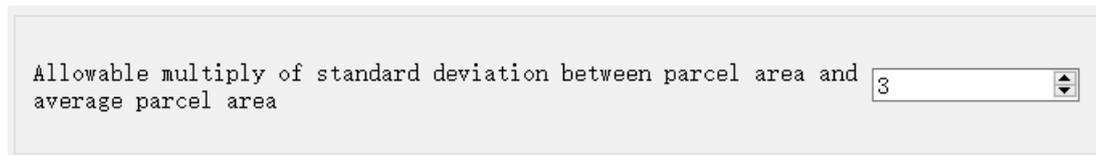
Field Name of Parcel Category

OBJECTID

In UrbanVCA, the splitting of land-parcel is controlled by the following rule: 1). Split\_flag field in the attribute table needs to be 1 and 2). Land-parcel's area is greater than  $dMeanArea + 3 * dStD$ .

UrbanVCA's recommended setting for Allowable Multiply of Standard Deviation (dStD) between Parcel Area and Average Parcel Area (dMeanArea) is 3.

Users can *adjust* this parameter to accommodate various research purposes through the interface below:



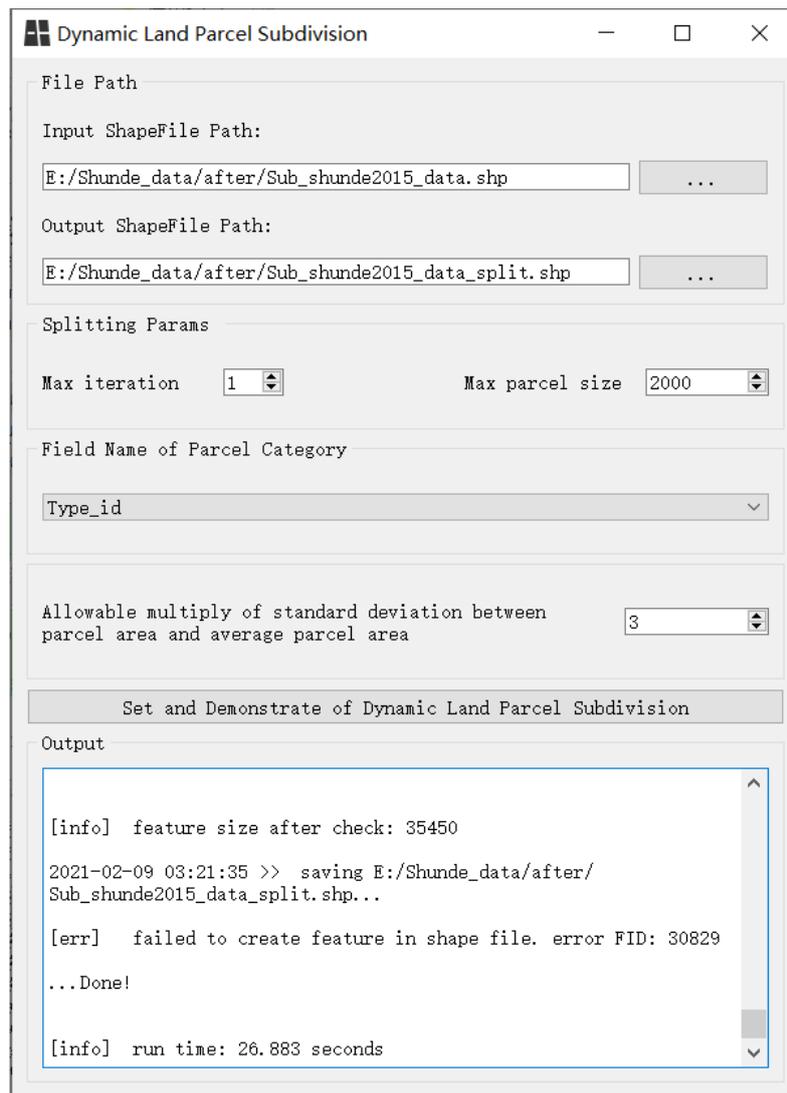
Allowable multiply of standard deviation between parcel area and average parcel area

3

UrbanVCA provides a demonstration program to fine-tune the splitting params. To test the DLPS performance under current settings, users should *click* "Set and Demonstrate of Dynamic Land-parcel" button to run the demonstration program.

Set and Demonstrate of Dynamic Land Parcel Subdivision

Results will show up in the display module immediately after the end of demonstration program. Users can *check* the splitting effect visually through zoom in and out of the content. The DLPS module will be temporarily locked while demonstration program is running. A running sample is shown as below:



Users can *re-select* files and *re-set* parameters for the next round of DLPS demonstration. The parameters from previously completed demonstrations would be automatically uploaded to the system for subsequent processing. A LOG output interface is provided to check the output info, which is shown as below:

```

Output

[info] feature size after check: 35450

2021-02-09 03:21:35 >> saving E:/Shunde_data/after/
Sub_shunde2015_data_split.shp...

[err] failed to create feature in shape file. error FID: 30829

...Done!

[info] run time: 26.883 seconds

```

Exceptions will throw out to notify the cause of failure.

```

Output

2021-02-09-03:18:36 >> the DLMC property field contains an illegal
property value.
2021-02-09-03:18:36 >> the DLMC property field contains an illegal
property value.
2021-02-09-03:18:37 >> the DLMC property field contains an illegal
property value.

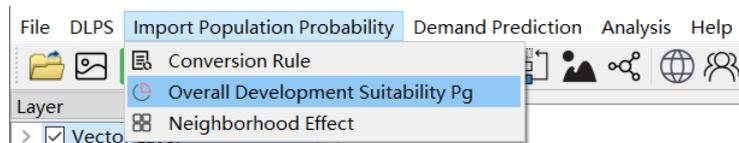
```

### 3.3. Overall Probability Mining Function

Two modes are supported for retrieving the overall probability: 1). Compute the overall conversion probability by following UrbanVCA's workflow step by step; 2). Import the existing overall conversion probability file.

#### 3.3.1. Features

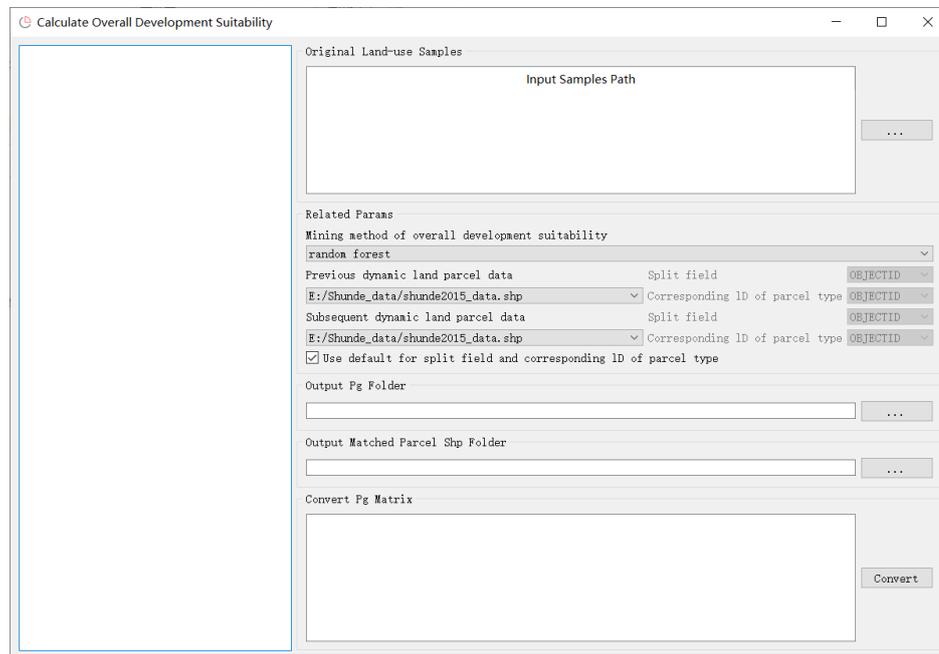
**First-Click** the “Import Population Probability” in the menu bar and **choose** the “Overall Development Suitability Pg”, it will automatically jump to the Calculate Overall Development Suitability Module.



**Click** the toolbar's

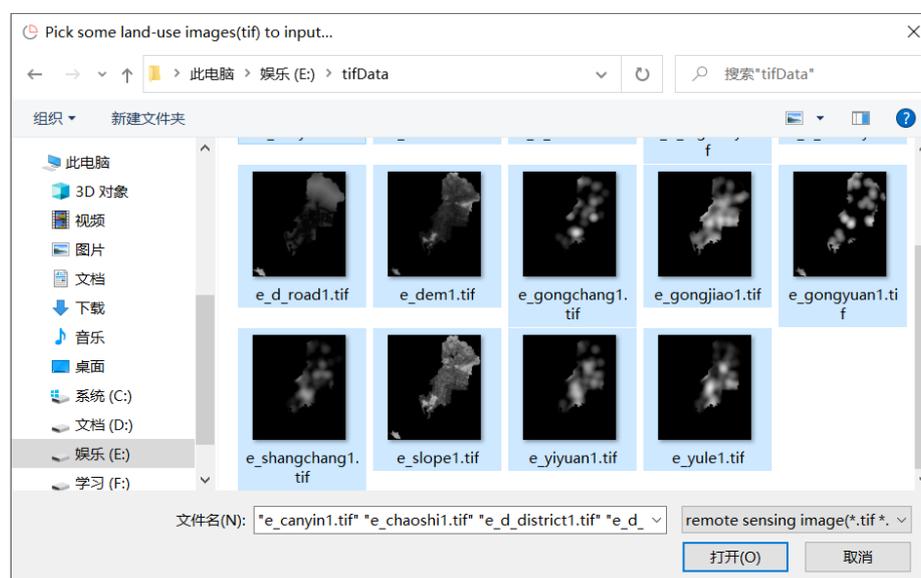


button would work in the same way:

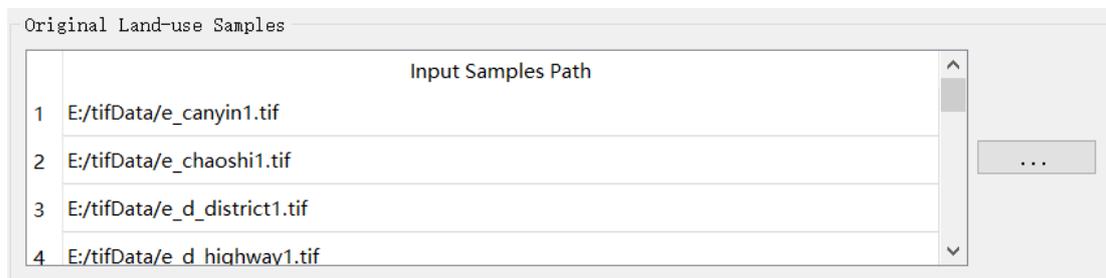


### 3.3.2. Compute the Overall Conversion Probability

Users can compute the overall conversion probability by following UrbanVCA's default workflow. Users are asked to **import** auxiliary geographic data (auxiliary TIFF files such as catering, supermarket, highway, railway and factory TIFFs). To import the data, Users should **click** "Auxiliary Geographic Data Import" button  to import auxiliary data by the Directory Selection Dialog Box:



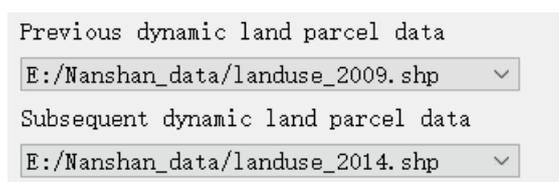
The module will automatically list the paths of auxiliary data as shown in the figure below:



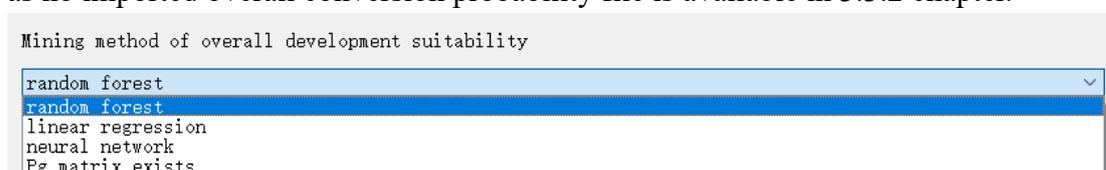
Users can *delete* the undesired files by pressing keyboard's delete button for selected rows.

Users are asked to *set* necessary parameters for overall conversion probability computation. Parameters include: 1). Mining method of overall development suitability; 2). Previous dynamic land-parcel data and its attribute fields that denote the corresponding ID of parcel type and split field respectively; 3) Subsequent dynamic land-parcel data and its attribute fields that denote the corresponding ID of parcel type and split field respectively.

Noted that “Previous dynamic land-parcel data” represents vector files before the land-use conversion, and “Subsequent dynamic land-parcel data” represents vector files after the land-use conversion. The imported vector files is shown as below:



By *clicking* the “Mining method of overall development suitability” drop-down box, users can *select* algorithms from random forest, linear regression and neural network. It is worth noting that users should ignore the “Pg matrix exists” option here as no imported overall conversion probability file is available in 3.3.2 chapter.



Users should *select* the corresponding field names through “Parcel type field” drop-down box and “Corresponding ID of parcel type” drop-down box. The primary reason for this operation is the potential inconsistency in field names (mainly introduced by vector data not generated via UrbanVCA). Users should manually *set* these parameters as shown below:

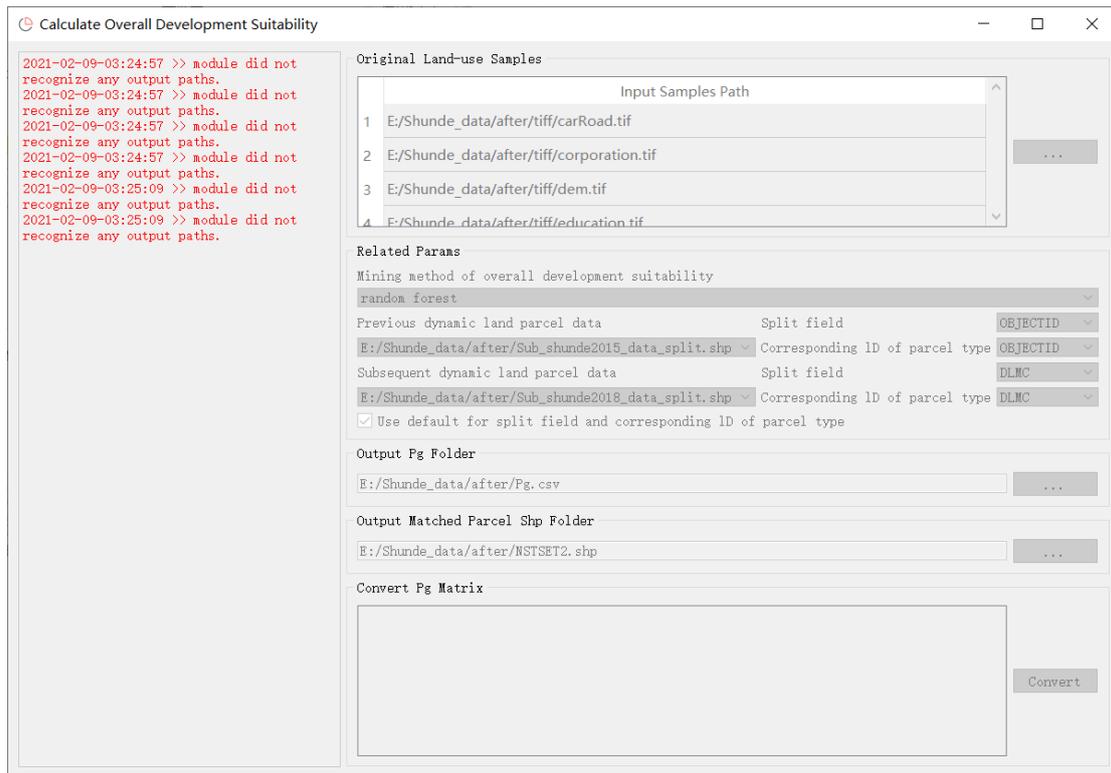
Parcel type field	NEW_XHDLMC ▾
Corresponding ID of parcel type	DLEM2009 ▾
Parcel type field	NEW_XHDLMC ▾
Corresponding ID of parcel type	DLEM2014 ▾

Noted that vector data generated via UrbanVCA’s customized conversion rules module (introduced in 3.1.3) should also follow this procedure.

Users should *specify* the output paths explicitly for both the overall probability file and the generated vector file by clicking  buttons respectively. Users can determine file’s output path through Directory Selection Dialog Box. The parameter setting interface is shown as below:

Output Pg Folder	<input type="text" value="E://Pg.csv"/> <input type="button" value="..."/>
Output Matched Parcel Shp Folder	<input type="text" value="E://NSTSET2.shp"/> <input type="button" value="..."/>

**Click** the "Convert"  button to run the overall probability mining module with the above parameter setting. By default, the generated overall probability file will be named "pg.csv" and the conversion vector file will be named "nstset2.shp". The mining module will be temporarily locked while the program is running. A running sample is shown as below:



The system will immediately import the generated overall probability file and conversion vector file after the module ends. The derived Pg matrix will simultaneously show up in the display module. A sample of Pg Matrix is shown as below:

Convert Pg Matrix

	1	2	3	4	5
591	1	0	0	0	0
592	0.98	0	0.02	0	0
593	1	0	0	0	0
594	0.98	0.01	0	0.01	0
595	0.95	0.02	0.01	0.02	0

Convert

UrbanVCA provides a LOG output interface to *check* the accuracy of overall probability mining. Noted that different algorithms have different accuracy evaluation indices. Users can therefore fine-tune the parameters according to the LOG output results. The Log output interface of the overall probability mining module is shown as below:

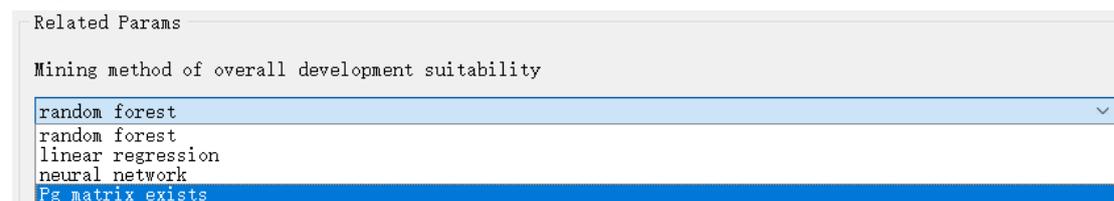
```

Each influence weight
7.87417 7.39674 13.7376 14.9798 10.929
4.45835 4.29385 0 5.03578 9.89007 10.8104
0.69878 4.10856 5.78691
15.8443 13.5575 6.2108 8.37415 6.74392
1.27837 3.19899 5.54259 3.59984 4.00266
7.94128 3.08058 13.6022 7.02282
9.00314 8.63795 12.3664 5.42383 9.26717
5.4105 2.4834 6.57671 14.5588 0.886401
8.69659 2.07761 8.24898 6.36255
4.72532 11.2802 9.1767 11.4466 5.17088
7.58931 0.952897 0.935287 16.8031 2.93478
8.4488 0.673757 10.6085 9.25395
Accuracy assessment
relclerror = 0.000804182
rmsererror = 0.0556513
avgce = 111.477
avgerror = 0.0157298
avgreleerror = 0.0393245
oobrmsererror = 0.138758
oobavgerror = 0.0394145
oobavgreleerror = 0.0985364
topvars =
1 8 0 10 2 3 4 12 7 13 5 9 6
11
varimportances =
Total weight
0.0484832 0.0584451 0.0395659 0.0370963
0.0348484 0.0199999 0.0139533 0.0259794
0.0512571 0.0153991 0.0423838 0.00188939
0.034052 0.0258568
Random data test accuracy =0.946924
Each influence weight
9.41329 5.28487 22.4278 5.19339 5.73712
6.84752 3.05799 2.87716 4.33989 2.00225
4.70509 3.10069 7.65714 17.3558
14.6201 5.79512 11.9259 6.15119 1.278
5.02081 5.27504 5.84525 14.5584 2.27454
7.1225 4.97624 7.06255 8.09444
17.4764 10.9107 11.4532 3.15788 7.57911
13.8979 0 1.22773 12.1435 1.92508 8.63725 0
7.61538 3.97592
6.00125 5.26749 0.658422 0.70073 1.77487
18.9693 1.07486 0.0332967 14.6544 0 2.2821
0 23.6206 24.9628

```

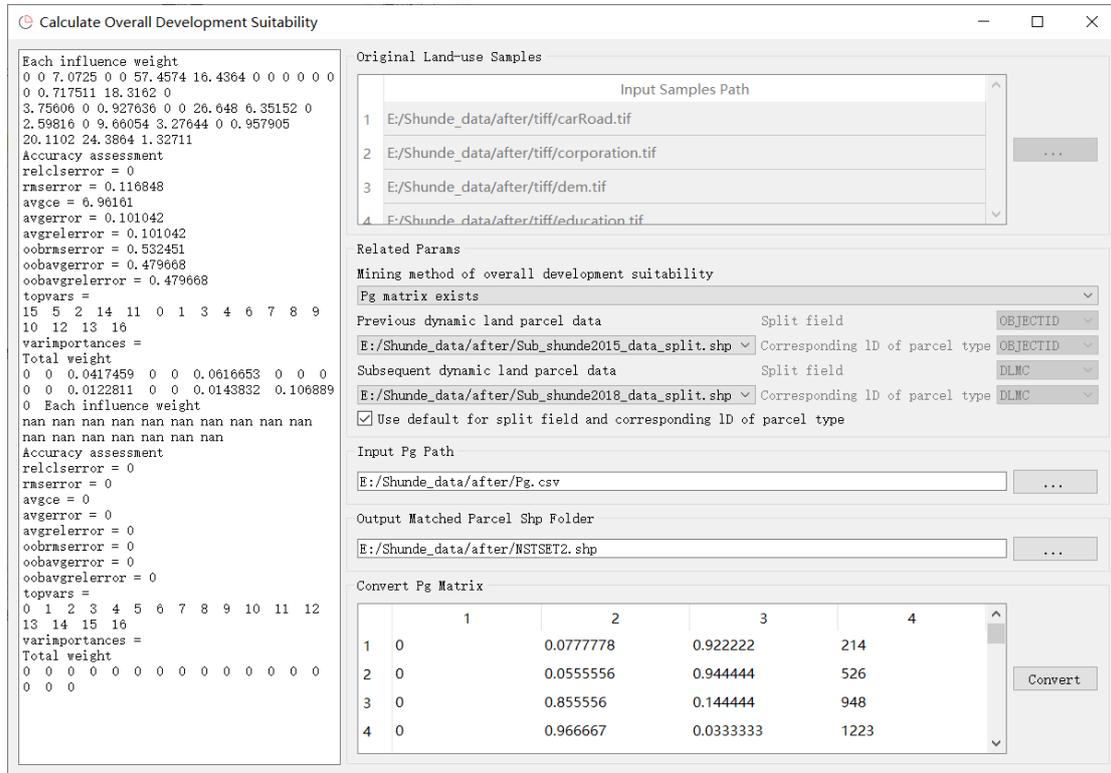
### 3.3.3. Import the Existing Overall Conversion Probability

Instead of computing  $P_g$  directly, users are allowed to *import* the existing overall conversion probability file to retrieve  $P_g$  parameter. Users can select the “ $P_g$  matrix exists” option through the “Mining method of overall development suitability” drop-down box:



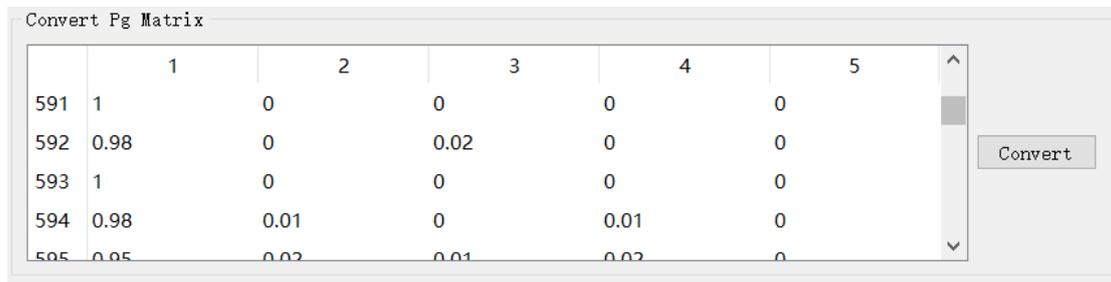
User interface will therefore change to accommodate the File Imported mode. Users should import a probability file pre-trained outside UrbanVCA through the

"Select the existing probability file" drop-down box:



Users should *specify* the output paths explicitly for the generated vector file by clicking  buttons.

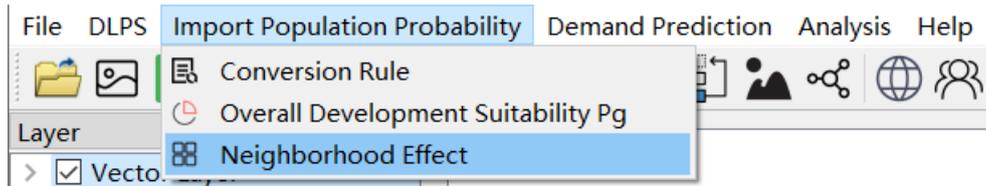
*Click* the “Convert”  button to run the module. By default, the generated conversion vector file will be named "nstset2.shp". The system will immediately import the generated overall probability file and conversion vector file after the module ends. The derived probability matrix will simultaneously show up in the display module as shown in the figure below:



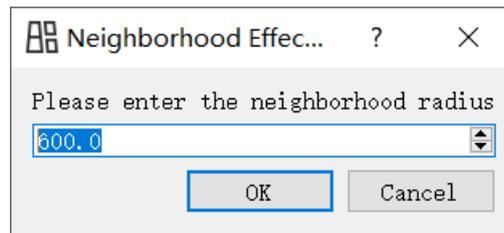
### 3.4. Urban Land-use Change Simulation Function

### 3.4.1. Neighborhood Effect Setting

**First-Click** the “Import Population Probability” in the menu bar and **choose** the “Neighborhood Effect”, it will automatically jump to the Neighborhood Effect Setting Dialog Box and asks users to enter the neighborhood radius:

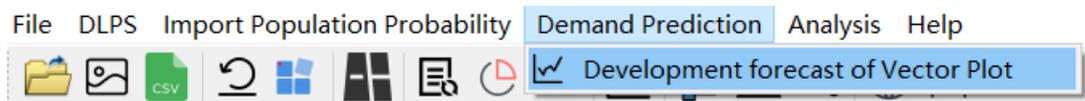


**Click** the toolbar’s  button would work in the same way:

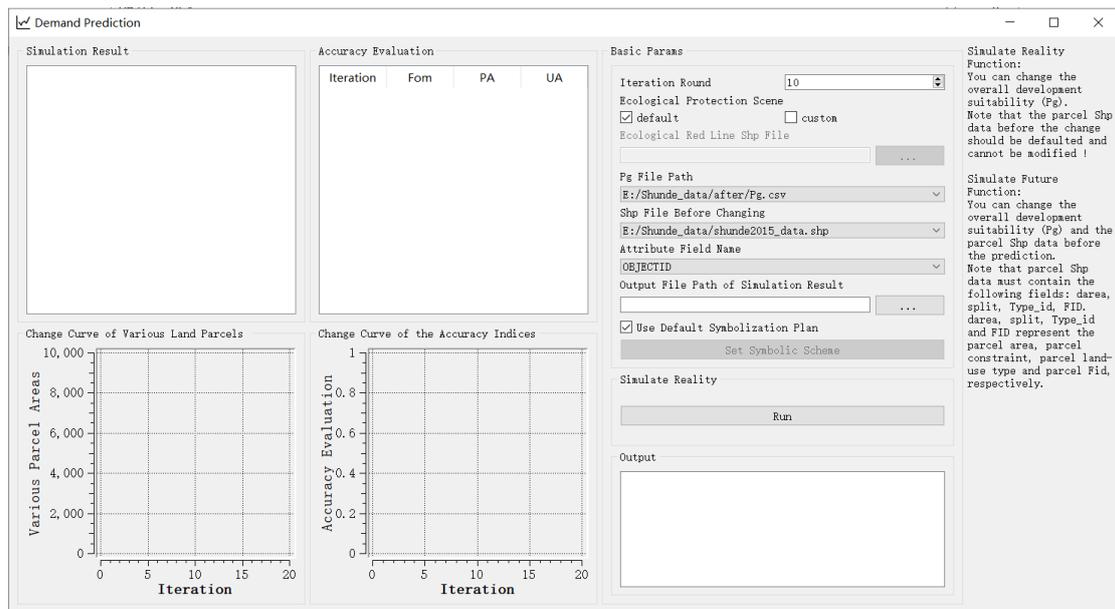


### 3.4.2. Urban Land-use Change Simulation

**First-Click** the “Demand Prediction” in the menu bar and **choose** the “Development forecast of Vector Plot”, it will automatically jump to the Demand Prediction Window.



**Click** the toolbar’s  button would work in the same way:



Users should *set* the number of iteration rounds for land-use simulation first:

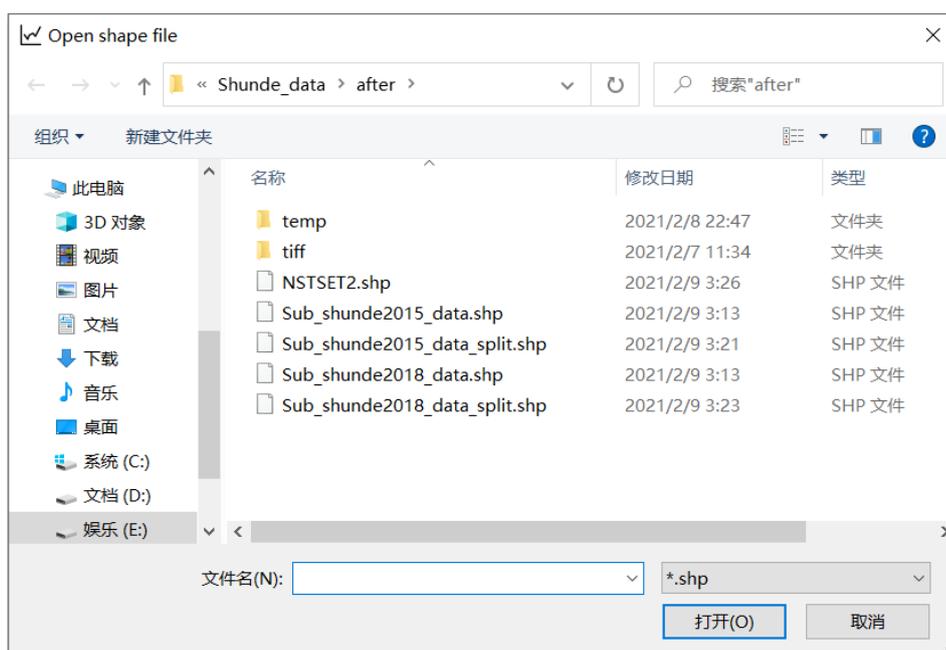


Users are allowed to *specify* the “Ecological Protection Scene”. Users can either select the default threshold recommend by UrbanVCA or customize this parameter. By default setting, the default option is check with  and the “Ecological Red Line Shp File” box is disabled.

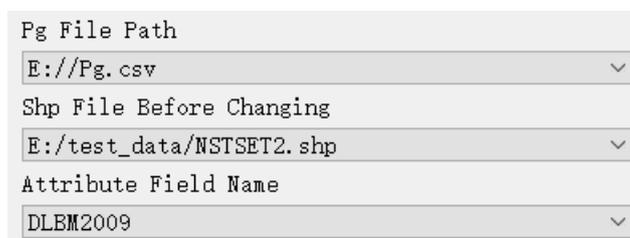


Users can *activate* the “Ecological Red Line Shp File” box by checking the custom option with . This mode supports the Ecological Red Line features and thus restrict developments of land-parcels within Red Line Zones.

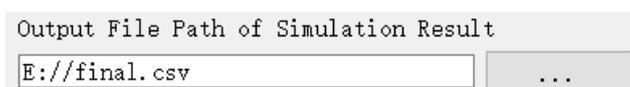
*Click* the  button, it will automatically jump to the Directory Selection Dialog Box and ask users to import the relevant shapefiles:



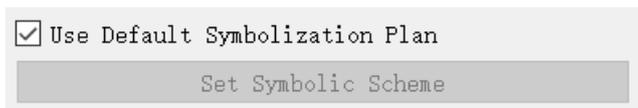
Users should *select* the urban land-use conversion probability file, the land-use conversion vector file, and the corresponding land-use attribute field name. The above file selection is conducted through three drop-down boxes respectively, which is shown as below:



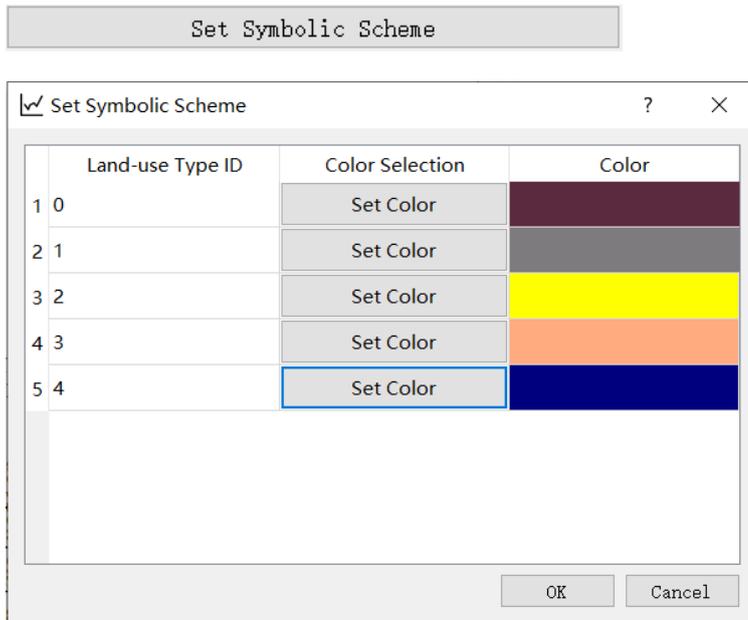
*Click* the  button to *specify* the “Output File Path of Simulation Result”, it will automatically jump to the Directory Selection Dialog Box. By default, the generated simulation result file will be named "final.csv". A sample path setting is shown as below:



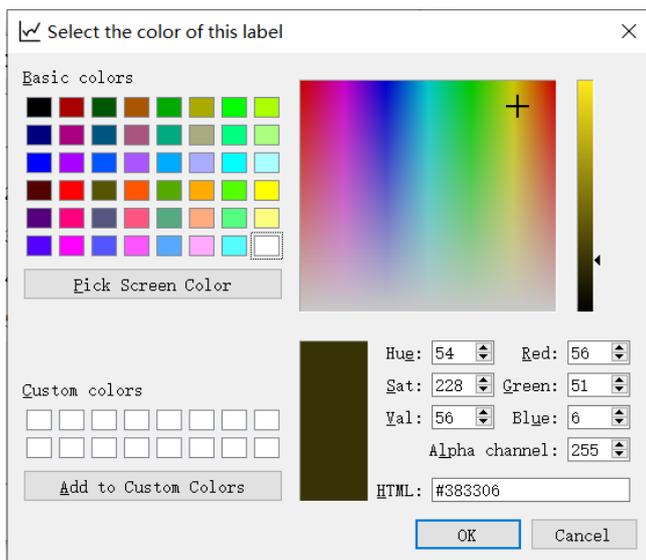
Users can *specify* a custom symbolization scheme for different land-use types by *unchecking* the “Use Default Symbolization Plan” box.

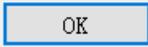


**Click** the “Set Symbolic Scheme” button, it will automatically jump to a symbolic scheme setting interface as shown below:



**Click** the “Set Color” button, it will automatically jump to a color selection widget to select the color of this label, as shown below:

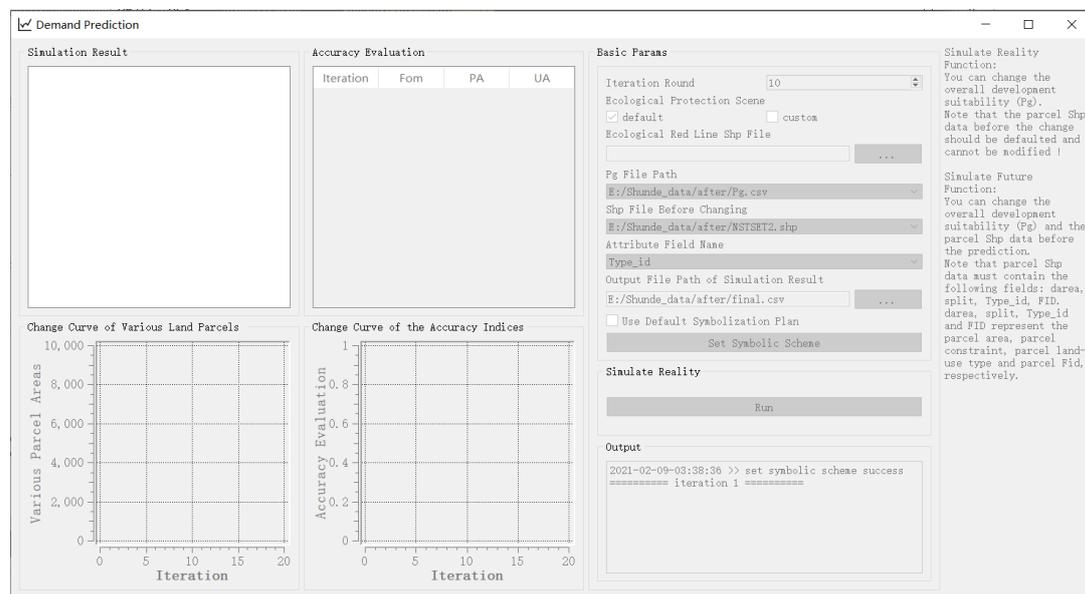


Click the “OK”  button to exit the “Layer Symbolization” interface.

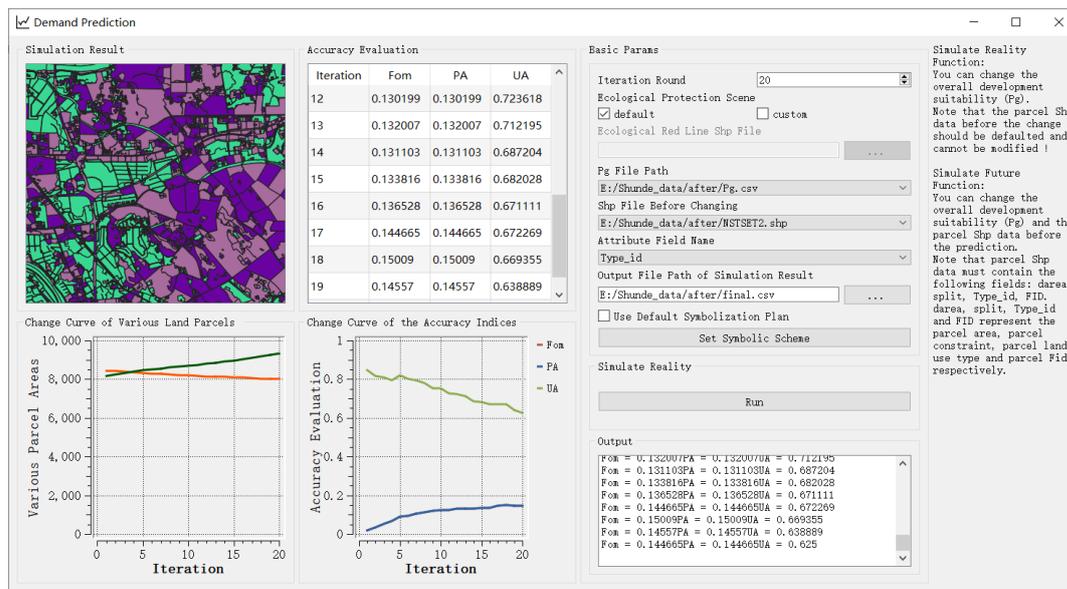
Click the “Run”  button to start the urban land-use simulation module after all the parameter settings are done.

The simulation module will be temporarily locked while the program is running.

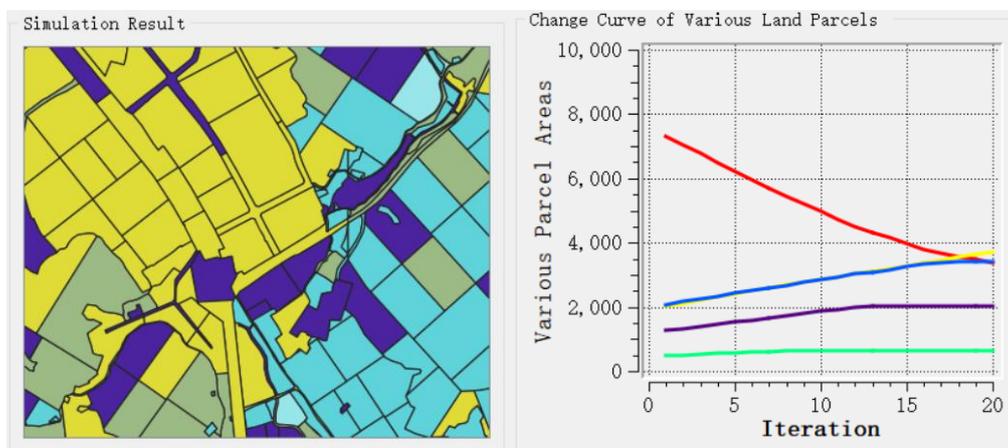
A running sample is shown as below:



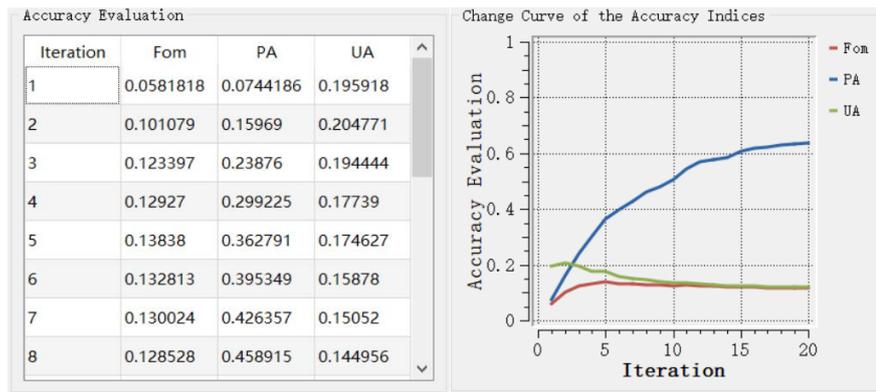
The system will display the land-use simulation map generated by the last iteration round in tandem with the accuracy evaluation indexes with each iteration at the top left corner of the panel. At the bottom left corner, the system will display the diagram that records the land-parcel area change with each iteration, as well as the simulation accuracy change with each iteration, respectively.



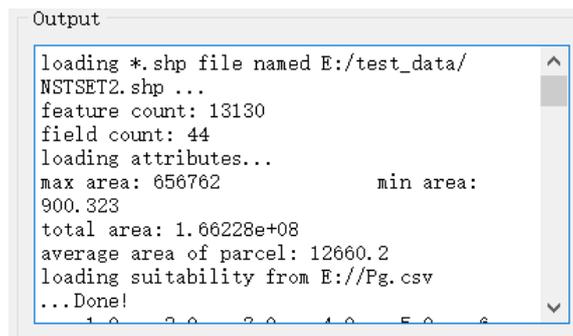
Users can **check** the simulation result in detail by zoom in and out. The line plot entitled “Change Curve of Various Land-parcels” reports each land-use type’s land-parcel area change in different color’s curve.



Users can **check** the Accuracy Evaluation by scrolling down the accuracy report table. The line plot entitled “Change Curve of the Accuracy Indices” reports simulation result’s accuracy change with each iteration by various evaluation metrics such as FoM, PA and UA.

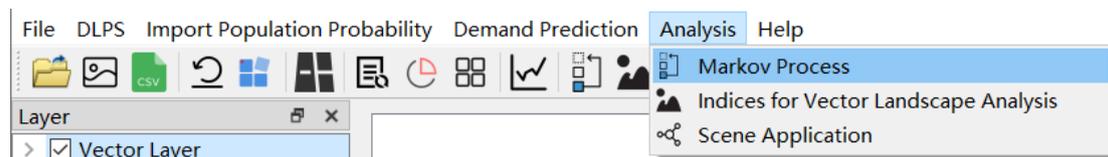


UrbanVCA provides a LOG output interface to check the status with each iteration. The Log output interface of urban land-use change simulation module is shown in the figure as below:

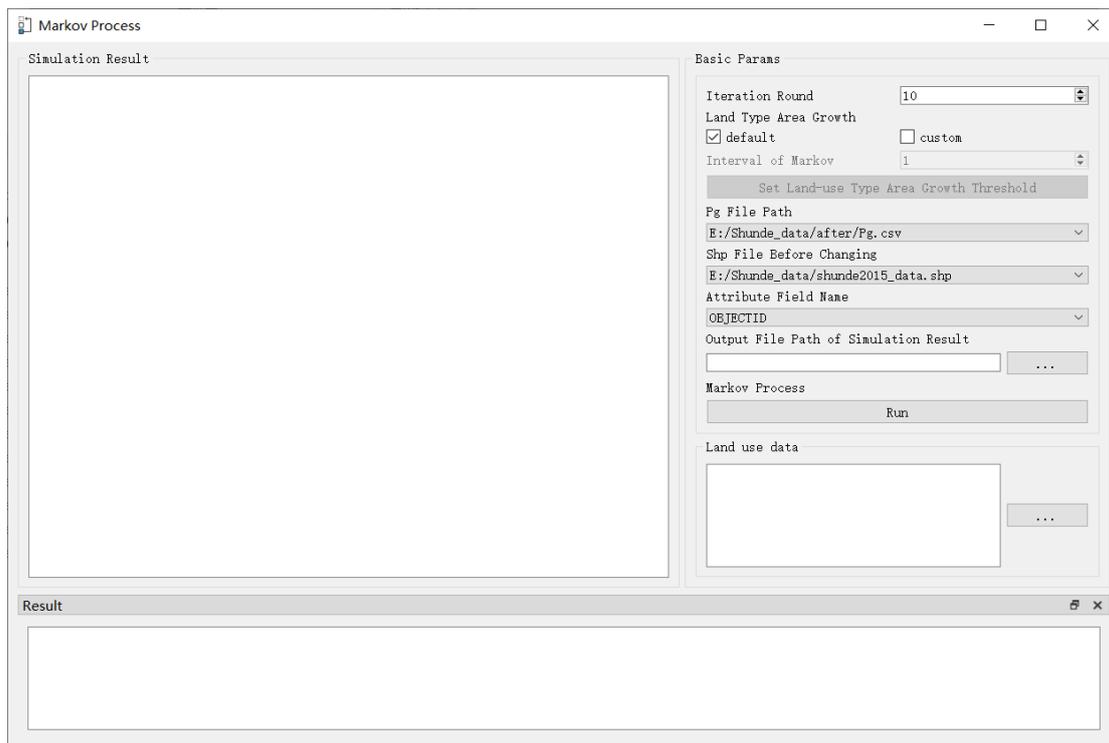


### 3.4.3. Urban Land-use Change Prediction

**First-Click** the “Analysis” in the menu bar and **choose** the “Markov Process”, it will automatically jump to the Markov Process Window.



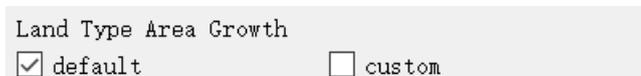
Click the toolbar's  button would work in the same way:



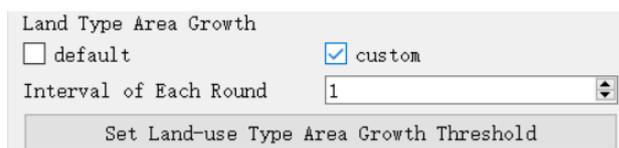
Users should *set* the number of iteration rounds for land-use prediction first:



Users are allowed to *specify* the “Land Type Area Growth”. Users can either select the default threshold recommend by UrbanVCA or customize this parameter. By default setting, the default option is check with  $\checkmark$  and the “Set Land-use Type Area Growth Threshold” button is not enabled.

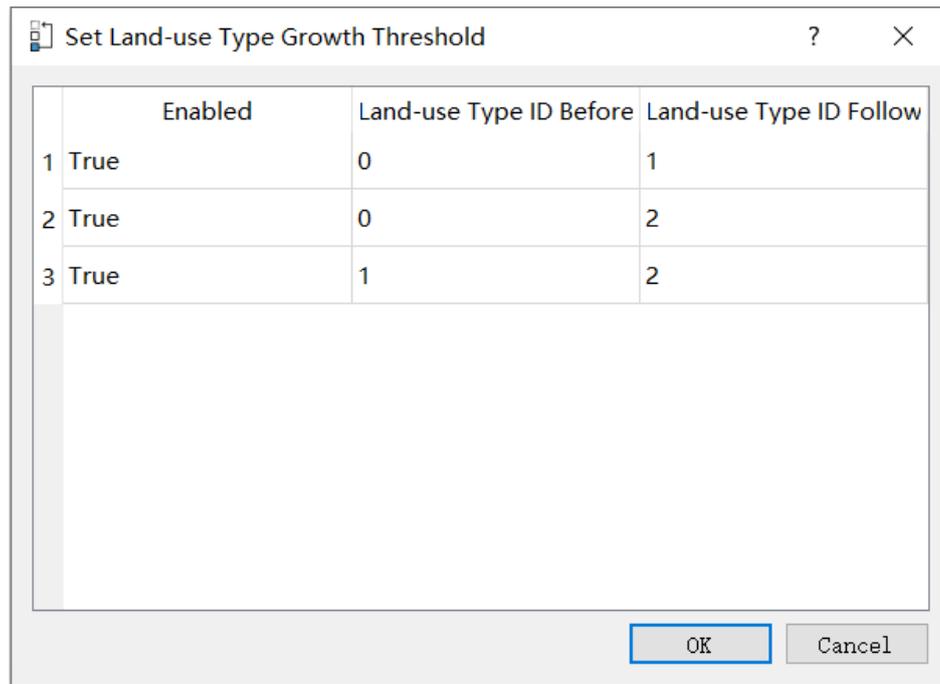


Users can *activate* the “Set Land-use Type Area Growth Threshold” button by checking the custom option with  $\checkmark$ .

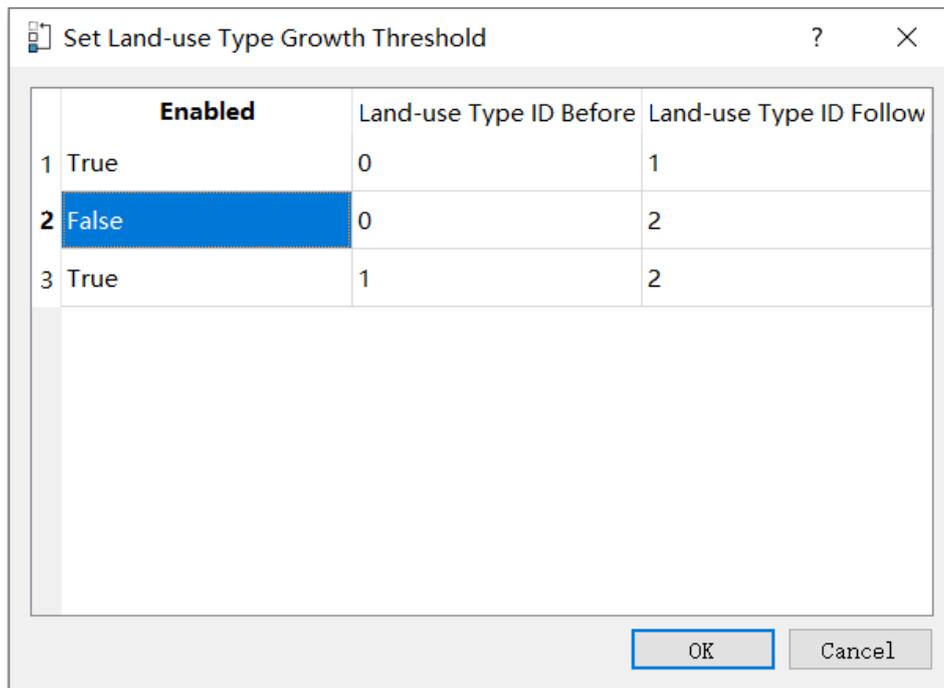


The custom mode supports advanced parameter setting for Markov Process: 1). Specify the explicit interval nums of each round; 2) Define Conversion Rule.

**Click** the “Set Land-use Type Area Growth Threshold” button, it will automatically pop up a new dialog and ask users to fill out the Conversion Rule table.



By **double-clicking** the True/False cell in the “Enabled” column, users can **change** its Conversion Rule status (either disable or enable), as shown in the figure below:

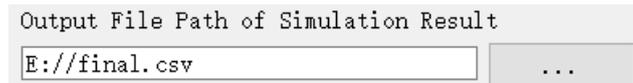


**Click** the “OK”  button to execute the customized Conversion Rule.

Users should **select** the urban land-use conversion probability file, the land-use conversion vector file, and the corresponding land-use attribute field name. The above file selection is conducted through three drop-down boxes respectively, which is shown as below:

Pg File Path	<input type="text" value="E://Pg.csv"/>
Shp File Before Changing	<input type="text" value="E:/test_data/NSTSET2.shp"/>
Attribute Field Name	<input type="text" value="DLEM2009"/>

**Click** the  button to **specify** the “Output File Path of Simulation Result”, it will automatically jump to the Directory Selection Dialog Box. By default, the generated simulation result file in text format will be named "final.csv". A sample output file path is shown as below:

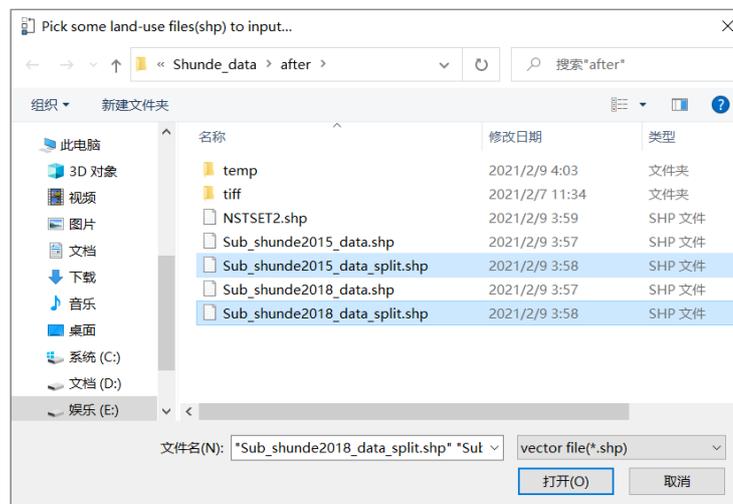


Users should **import** the past years' land-use data to predict the area change of each land-use type by the Markov Process model. The import operation is processed through the following widget:



Click the  button, it will automatically jump to the Directory

Selection Dialog Box for past years' land-use data selection.



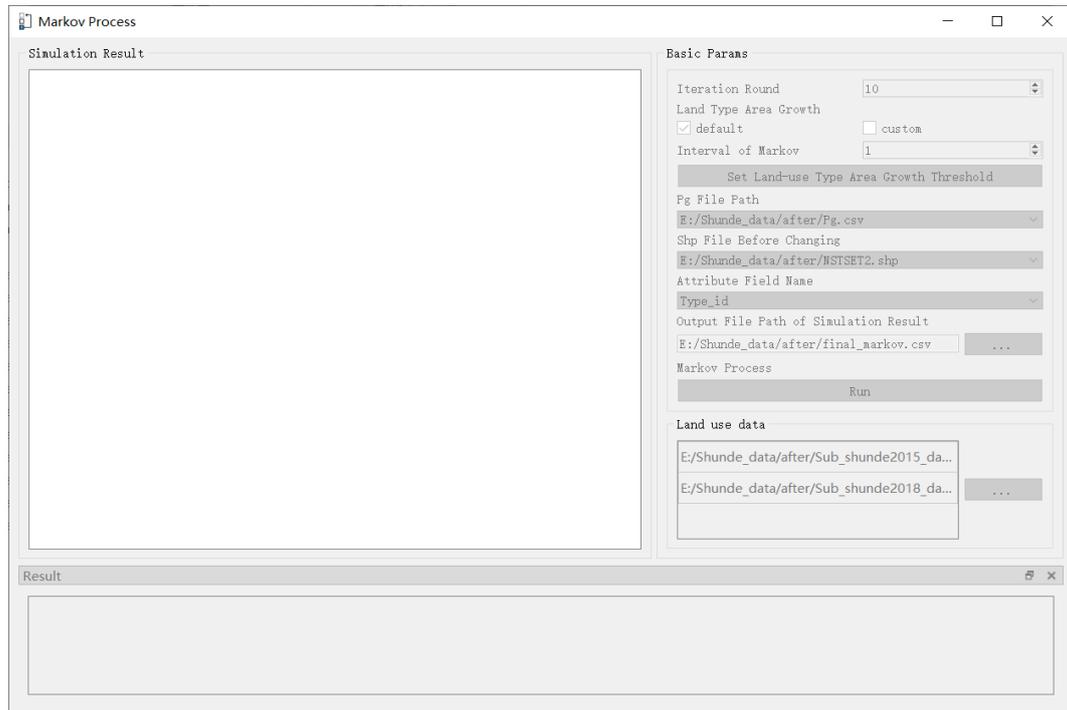
Users can **delete** the undesired land-use data by pressing keyboard's delete button for the selected rows.

Click the “Run”  button to start the

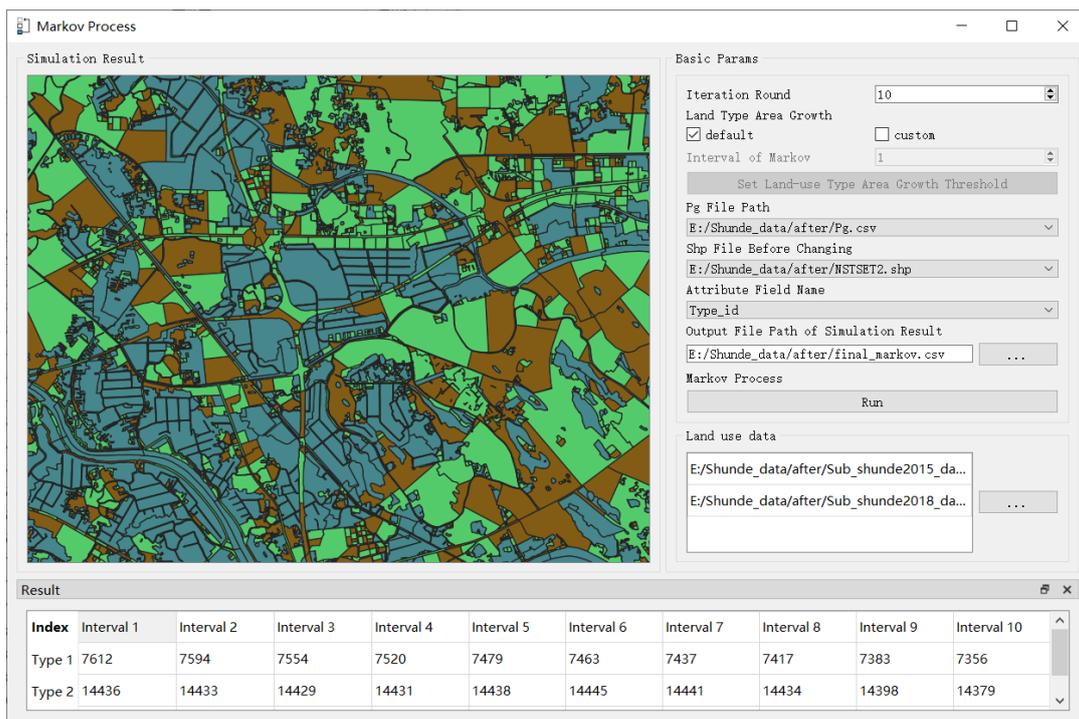
urban land-use prediction module after all the parameter settings are done.

The prediction module will be temporarily locked while the program is running,

which is shown as below:



The system will display the land-use prediction map generated by the last iteration round in tandem with land-parcel change of each land-use type with each iteration:

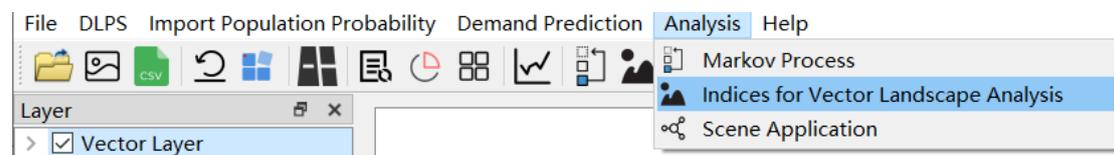


## 3.5. Vector-based Landscape Index Calculation

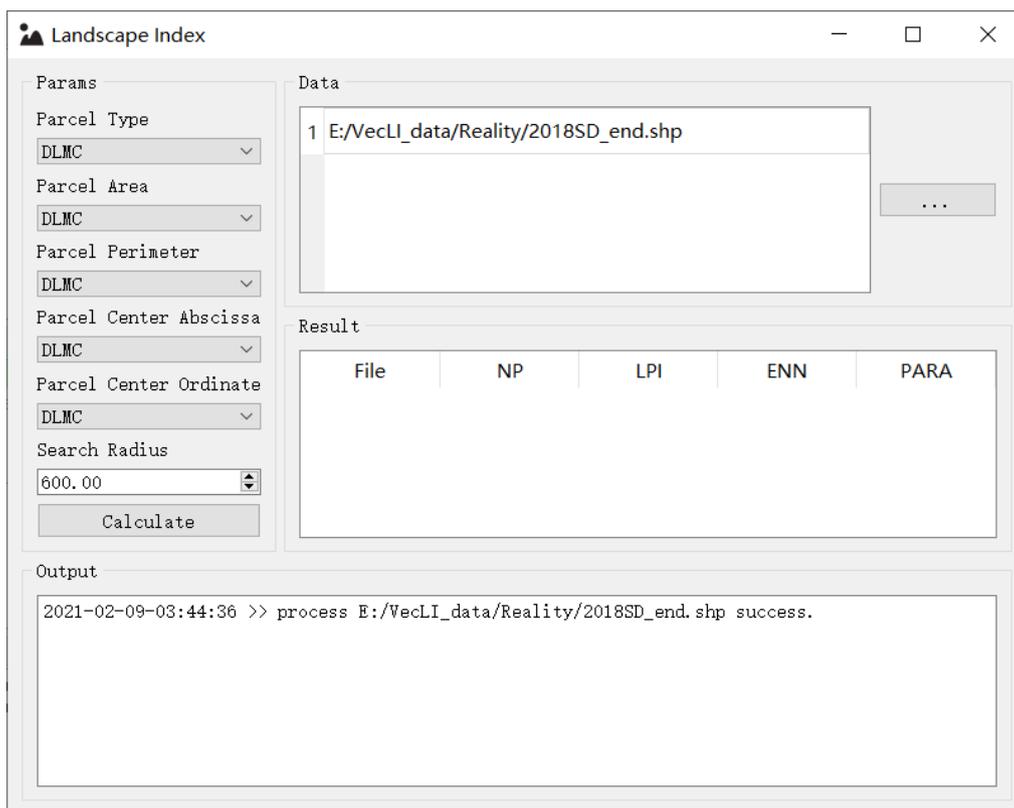
This module is designed for calculating the similarity of landscape pattern between UrbanVCA simulation results and actual data.

### 3.5.1. Features

**First-Click** the “Analysis” in the menu bar and **choose** the “Indices for Vector Landscape Analysis”, it will automatically jump to the Landscape Index Window.



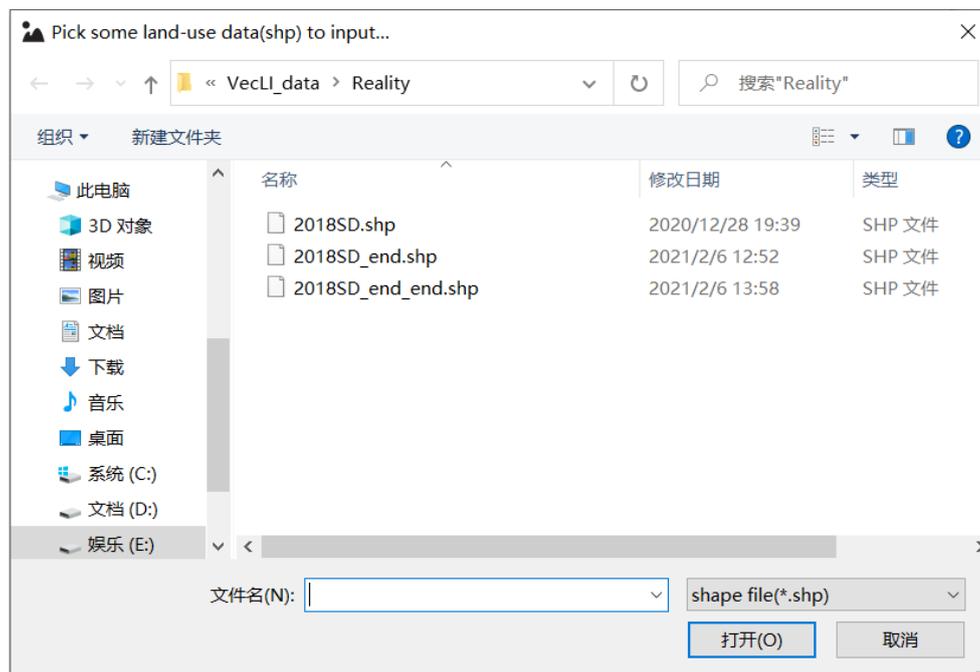
**Click** the toolbar's  button would work in the same way:



### 3.5.2. Import Files

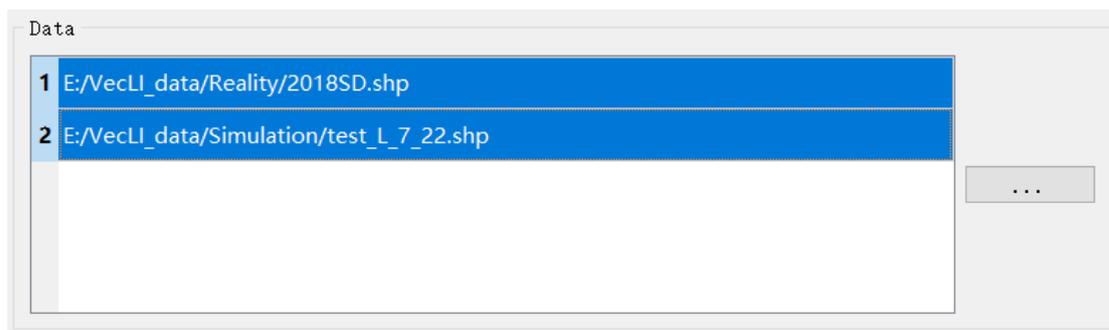
**Click** the “Vector file Import” button , it will automatically jump to the Directory Selection Dialog Box for vector file selection (vector-based

land-parcel files from different times) :



The module will automatically list the paths of vector files after the vector files have been chosen.

Users can *delete* the undesired land-use data by pressing keyboard's delete button for the selected rows:



### 3.5.3. Parameter Settings

Users are asked to *set* necessary parameters for vector-based landscape index calculation. Parameters include: 1). Parcel Type; 2). Parcel Area; 3). Parcel perimeter; 4). Parcel Center Abscissa; 5). Parcel Center Ordinate; and 6). Search Radius.

The first five parameters are *set* through the parameter setting drop-down box, in which the drop-down box for field selection is shown as below:

Params

Parcel Type  
Type\_id

Parcel Area  
Shape\_Area

Parcel Perimeter  
Shape\_Leng

Parcel Center Abscissa  
centerX

Parcel Center Ordinate  
centerY

Search Radius  
600.00

Calculate

“Search Radius”, the sixth parameter, should be manually *entered* by users:

Search Radius

600.00

### 3.5.4. Vector-based Landscape Index Calculation

*Click* the “Calculate”  button to start the vector-based

landscape index calculation after all the parameter settings are done.

Noted that exceptions will throw out to notify the cause of failure:

Landscape Index

Params

Parcel Type  
DLMC

Parcel Area  
DLMC

Parcel Perimeter  
DLMC

Parcel Center Abscissa  
DLMC

Parcel Center Ordinate  
DLMC

Search Radius  
600.00

Calculate

Data

1 E:/VecLI\_data/Reality/2018SD\_end.shp

2 E:/VecLI\_data/Reality/2018SD.shp

Result

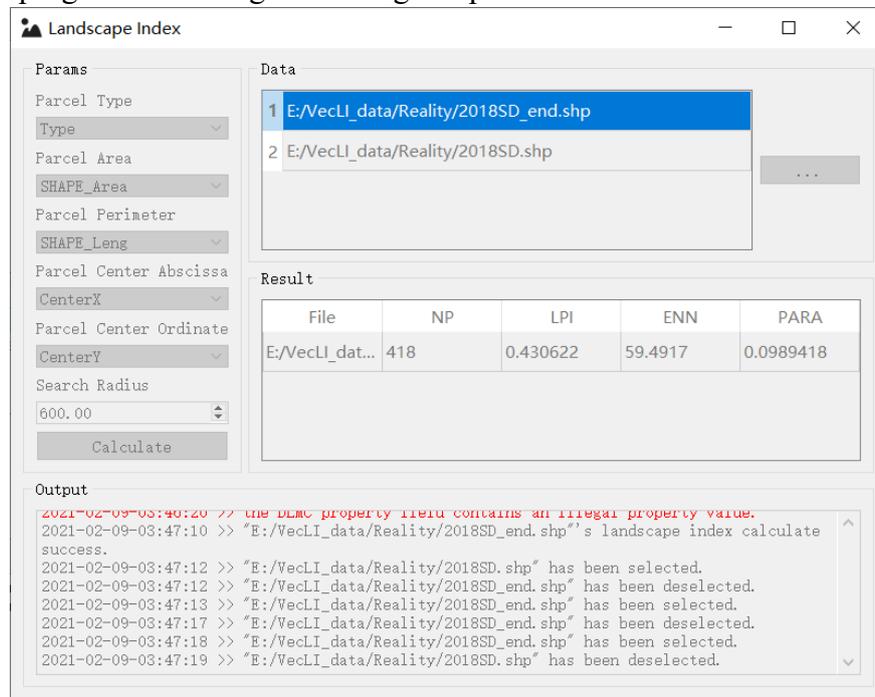
File	NP	LPI	ENN	PARA

Output

```

2021-02-09-03:44:36 >> process E:/VecLI_data/Reality/2018SD_end.shp success.
2021-02-09-03:46:02 >> process E:/VecLI_data/Reality/2018SD.shp success.
2021-02-09-03:46:19 >> "E:/VecLI_data/Reality/2018SD_end.shp" has been selected.
2021-02-09-03:46:20 >> the DLMC property field contains an illegal property value.
2021-02-09-03:46:20 >> the DLMC property field contains an illegal property value.
2021-02-09-03:46:20 >> the DLMC property field contains an illegal property value.
    
```

The vector-based landscape index calculation module will be temporarily locked while the program is running. A running sample is shown as below:



The system will immediately display the calculation result. A sample calculation result is shown as below:

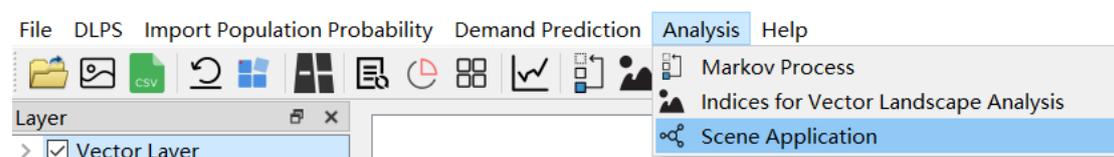
File	NP	LPI	ENN	PARA
E:/VecLI_data/Rea...	13747	0.419146	51.8826	0.111365

### 3.6. Automatically Mining the Optimal Search Radius

This module can automatically calculate the optimal search radius based on the imported vector files.

#### 3.6.1. Features

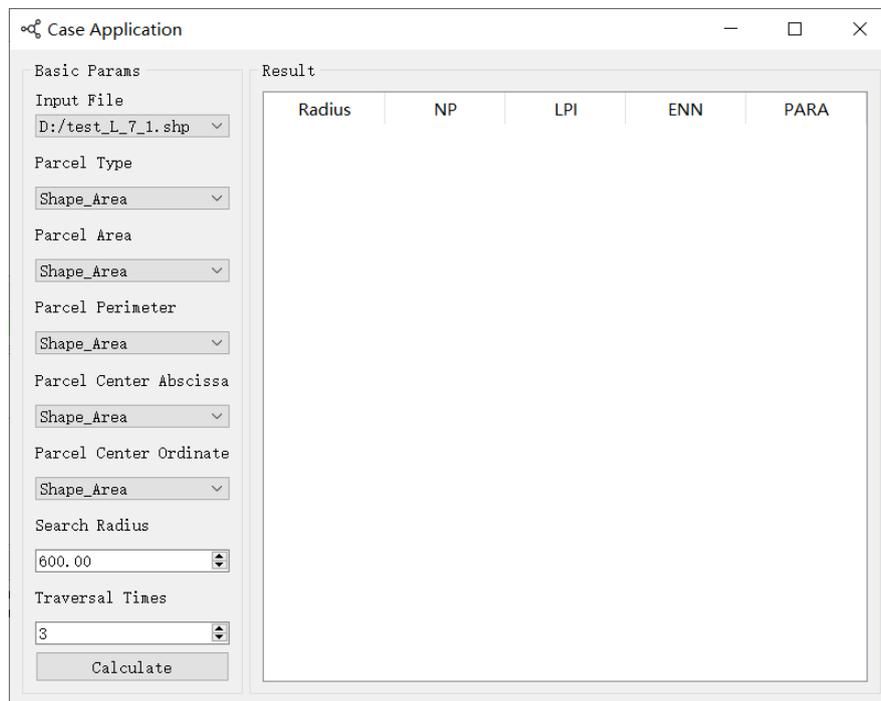
**First-Click** the “Analysis” in the menu bar and **choose** the “Scene Application”, it will automatically jump to the Case Application Window:



**Click** the toolbar's



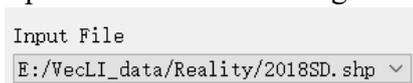
button would work in the same way:



### 3.6.2. Import Files

First, users should *select* a vector file for processing. Options in the “Input File” drop-down box include all the vector files that have been imported into the system.

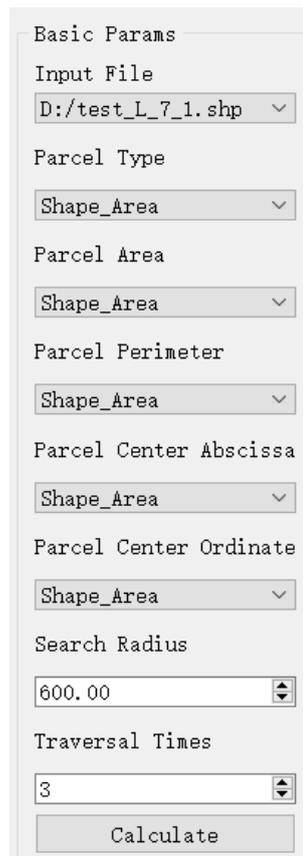
The drop-down box for selecting vector files is shown as below:



### 3.6.3. Parameter Settings

Users are asked to *set* necessary parameters for vector-based landscape index calculation. Parameters include: 1). Parcel Type; 2). Parcel Area; 3). Parcel perimeter; 4). Parcel Center Abscissa; 5). Parcel Center Ordinate; 6).Search Radius; and 7).Traversal Times

The first five parameters are *set* through the parameter setting drop-down box.



Basic Params

Input File  
D:/test\_L\_7\_1.shp

Parcel Type  
Shape\_Area

Parcel Area  
Shape\_Area

Parcel Perimeter  
Shape\_Area

Parcel Center Abscissa  
Shape\_Area

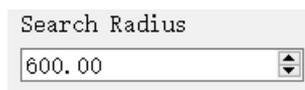
Parcel Center Ordinate  
Shape\_Area

Search Radius  
600.00

Traversal Times  
3

Calculate

Search radius, the sixth parameter, sets the initial radius value for optimal search radius mining. The parameter has to be manually *entered* by users.



Search Radius  
600.00

Traversal Times, the seventh parameter, is used to determine the fuzzy search range for the optimal radius mining. The parameter has to be manually *entered* by users.

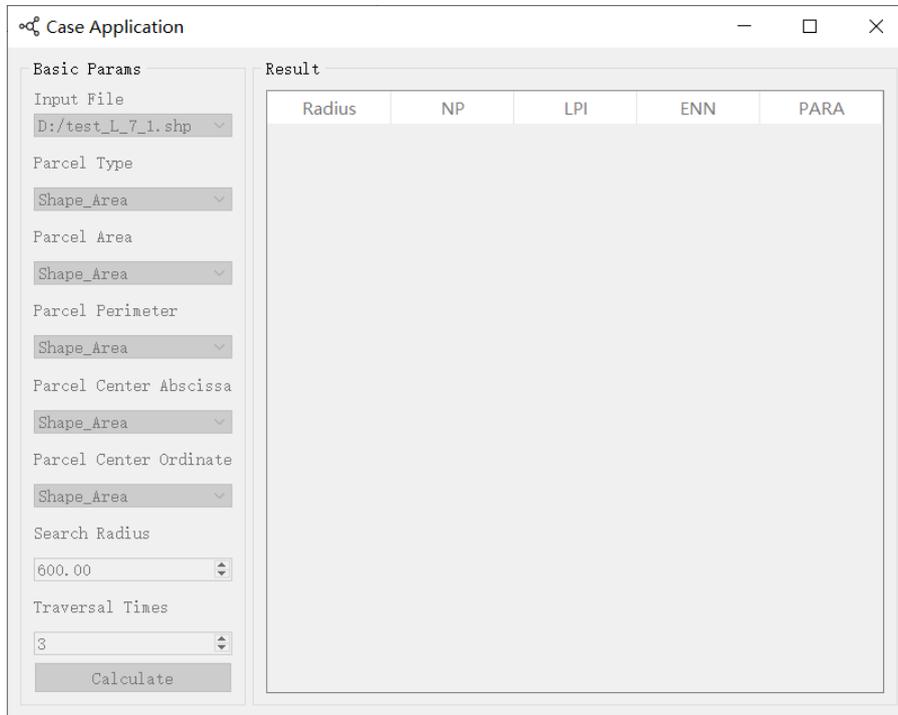


Traversal Times  
3

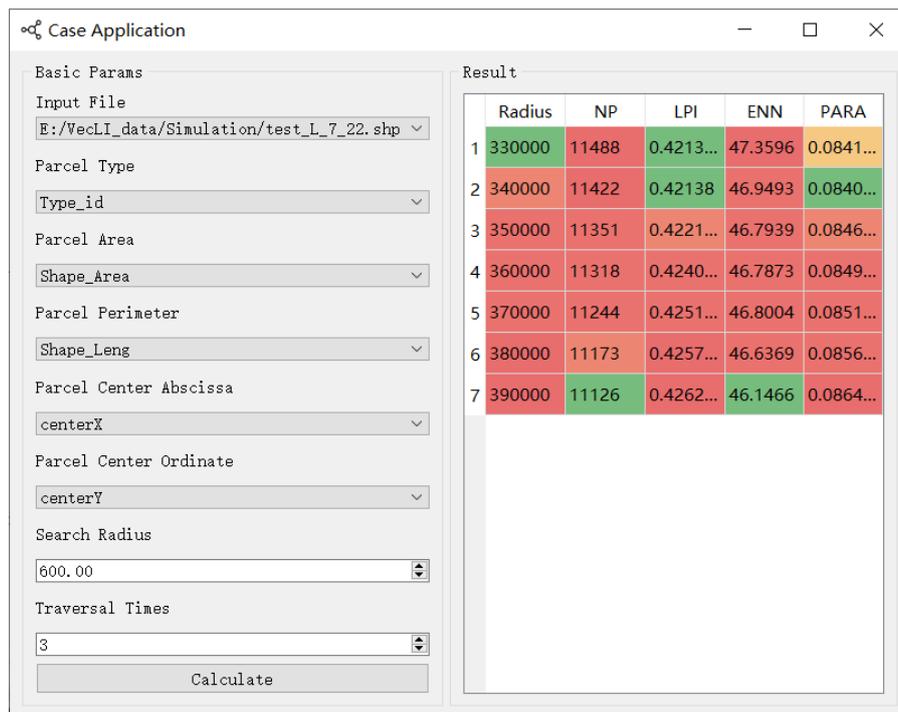
### 3.6.4. Optimal Search Radius Mining

*Click* the “Calculate”  button to start the optimal search radius mining after all the parameter settings are done.

The optimal search radius mining module will be temporarily locked while the program is running. A running sample is shown as below:



The system will immediately display the calculation result. A sample calculation result is shown as below:



## 4. Copyright and Contact

If you encounter problems in use, please contact us in time.

UrbanVCA: Urban Land-use Simulation and Prediction System based on Real  
Land-parcels

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