RapidFire & UrbanFootprint Two Tools for Urban Growth Scenario Modeling

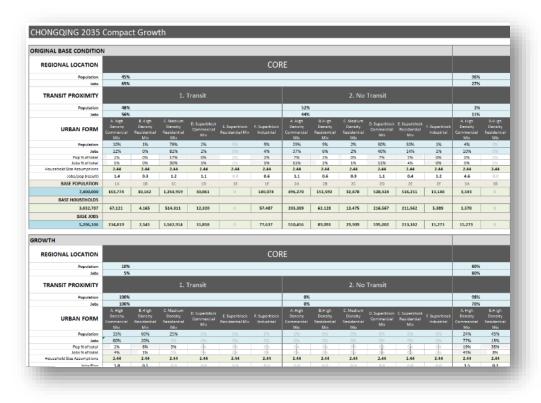
World Bank Global Platform for Sustainable Cities (GPSC) Expert Meeting 23-24 April 2018

Overview

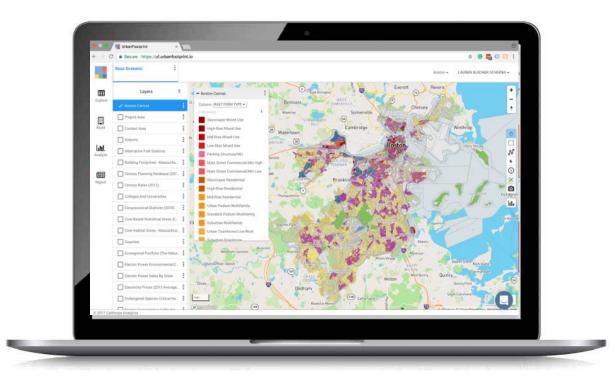
- Introduction: RapidFire & UrbanFootprint
- Vision California and Beyond Planning and policy support at all scales
- Mexico City Regional Scenarios First international adaptation
- Chongqing 2035 Planning for sustainable urban growth in China

Two tools built to examine the role of land use

RapidFire







Excel-based Top-down

Geospatial Bottom-up



- Represents land use in terms of broad, easily legible Place Types
- Transparent assumptions and calculations
- Adaptable for different contexts
- Can be used to represent, model, and analyze scenarios or plans from other sources
- Receptive to research-based inputs
- Links performance to place types to produce a range of metrics



- Web-based SaaS
- Pre-loaded with a growing library of US datasets
- Users can upload local data
- Uses a detailed schema of building and place types
- Supports exploration of existing conditions and streamlines scenario development and analysis
- Performs geospatial analysis of a range of metrics, with more capabilities being added

When it comes to urban planning, the stakes are high

Climate Change

Fiscal Constraints

Pollution

Housing Supply

LAND USE

Public Health

Natural Resources

Transportation and Mobility

Equity and Opportunity

Foster Clear Communication with Comprehensive Reporting



Vision California and beyond

Planning and policy support at multiple scales

What role can land use play in climate policy?

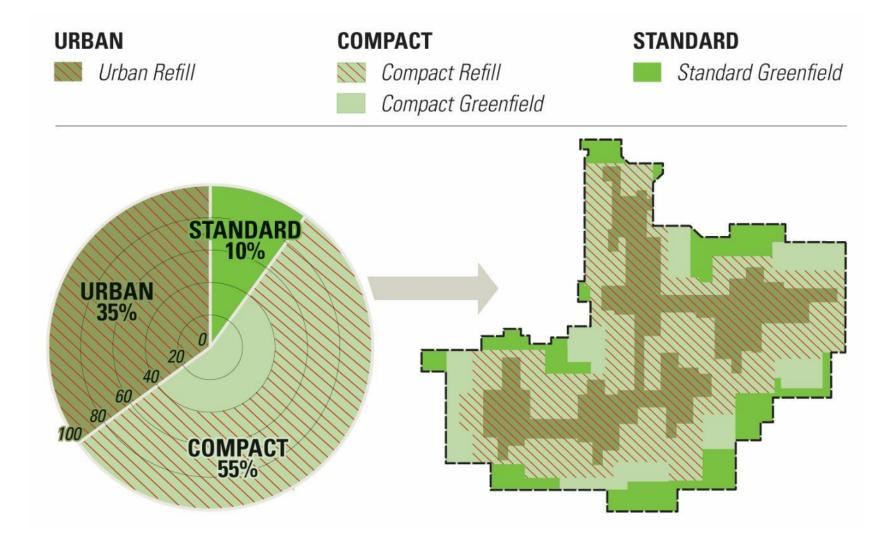
- California AB 32 Actions across all sectors to achieve 80% below 1990 emissions by 2050
- SB 375 Regional targets for land use/transportation plans to reduce vehicle miles traveled (VMT) and GHG
- GHG reductions + co-benefits



Vision California

- State-sponsored model and scenario development
- 50 million people by 2050
- Explored GHG emissions and co-benefits of "Business-as-Usual" vs. "Growing Smart"
- Land use options modeled with alternative policy-based technical assumption sets

RapidFire California Place Types



Urban

Compact

Standard

Suburban

Urban

4,500 mi/yr

39 mil btu/yr

55,000 gal/yr

min/day

residential energy, waterrelated energy. Excludes commercial energy use

MT/year

12,000 mi/yr

Compact

58 mil btu/yr

82,000 gal/yr

23 min/day

9 MT/year

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142,000 gal/yr

Standard

26,500 mi/yr

79 mil btu/yr

min/day

6 MT/year

California Household, 2012

Comparison for Typical Southern

Household VMT

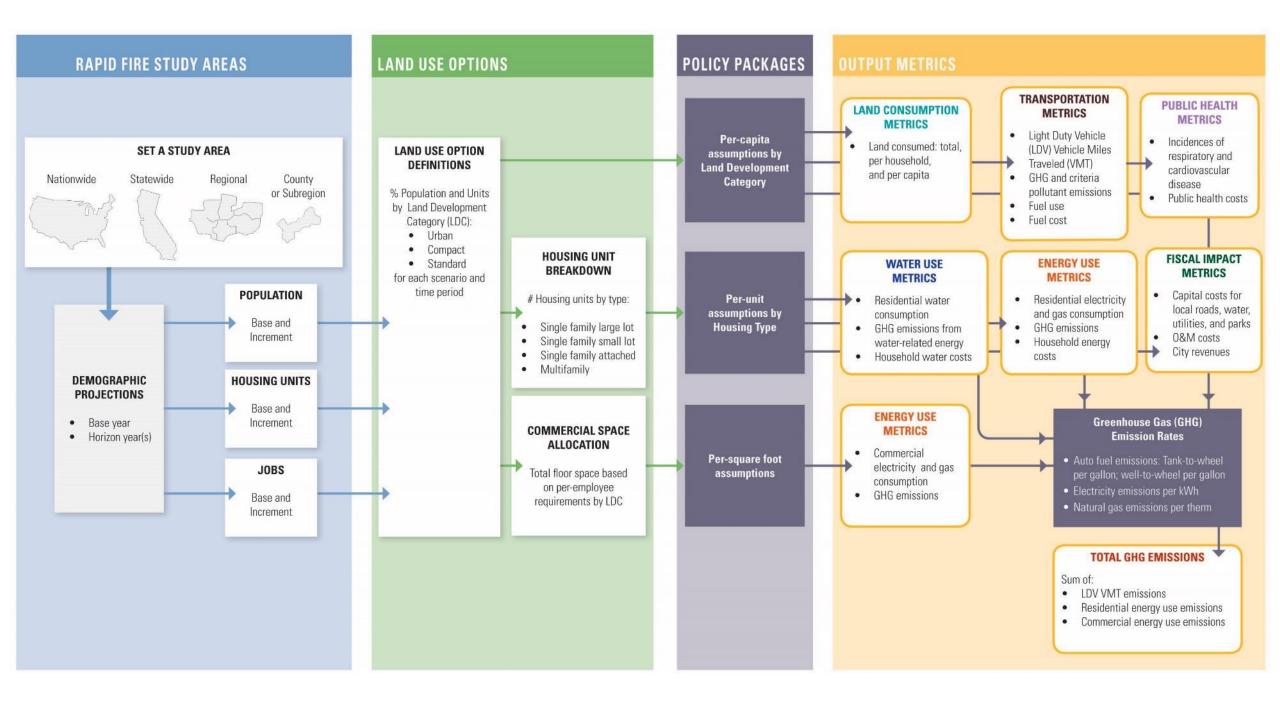
Residential Energy Use

Residential Water Use

Walking

Carbon Emissions

Local Infrastructure Cost



Vision California

VISION CALIFORNIA will:

reduction rangers through robust analysis

scondini di develo omeniti

STATEWIDE SCENARIOS REPORT

California must plan for future growth - by 2050, the state's population is expected to grow to needy 60 million people and 24 million jube 7 The path that we take to accommodate growth can lead as in many directions. Vision California provides the information we need to make informat decisions about how and where we want to grow. California the information we need to make information we california the state of the

What is VISION CALIFORNIA?

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Illustrate the connections between hard use and other major

challenges, including water and energy log to a sing attracted invpublic facility. Contained previews our infrastructure prevision and

Clearly link land use and intractiviture promotes to mandated

contensor indications below a set of the se

Highlight to unsue opport if its presented by California's plannal ignored California's work inclusing growth and other its structure.

STREET CATTLINEPERSSOCIATES

250 MMT Buildings 118 200 MMT Passenger Vehicle Transportation 109 150 MMT 100 100 MMT 100 100 155 68 54 **50 MMT** 108 102 22 52 29 29 29 22 0 MMT Efficiency 2050 990 .⊑ + High Vehicle Fuel High Building % Energy Portfolio Goal: 80% 1990 in 2050 **BAU** (Scenario A1) Smart Growth (Land Use Option C) Economy **Carbon Fuel** Standard + High Renewables -Low Below ++ +

Vision California: Land Consumed

More land than Delaware and Rhode Island combined





Compelling co-benefits: SB 375 Target Setting

- Scenarios for all major regions in California showed potential reductions in VMT attributable to land use
- Advocates used co-benefit results for better health outcomes, natural and agricultural land preservation, and energy, water, and fiscal savings to push for more aggressive targets

2050 SCENARIO RESULTS BUSINESS AS USUAL: Growth pattern based on past trends. A significant portion of growth takes place at the edges of urban areas, with a fair amount of larger-lot single family development. Scenarios analyzed using Calthorpe Associates' RapidFire Model COMPACT GROWTH: Focuses a majority of growth in and around existing cities and towns and aligns (See reverse for assumptions.) with the housing demand profile presented in recent studies of California regions BUSINESS COMPACT (details on following page). AS USUAL GROWTH LAND CONSUMPTION Saves over 12 times 1.2 mil ac Trend development patterns will expand the state's urban footprint by the land area of 2050, consuming an additional 1.2 million acres of farmland, open space, the City of Fresno. and recreation areas. The Compact Growth scenario saves 860,000 300,000 ac acres of this resource. -0 square miles Cumulative Land Consumption to 2050 GREENHOUSE GAS EMISSIONS **GHG** reduction 88 MMT CO.e Buildings More compact development patterns, along with more efficient cars and equivalent to taking 77 MMT CO.e buildings, cleaner fuels, and a cleaner energy portfolio are all essential 18 million cars off in reducing GHG emissions. The Compact Growth scenario prevents the California roads for a Passenger release of 37 million metric tons of carbon dioxide equivalent in 2050, Vehicles 56 MMT CO. vear. or 22% less than a Business as Usual future. 0 million metric ton: Annual Greenhouse Gas Emissions in 2050 VEHICLE MILES TRAVELED (VMT) VMT reduction Year 2005 25,550 mi average: 24,380 mi Automobile emissions account for about 40% of carbon emissions equivalent to 17.340 mi in California. The Compact Growth scenario, with more walkable, taking ALL cars off transit-oriented development, reduces passenger vehicle VMT by over California's roads 2.9 trillion miles to 2050 for almost 10 years. Annual VMT per Household in 2050 INFRASTRUCTURE COSTS Saves \$6,850 per new Infrastructure costs rise in line with land consumption, as dispersed housing unit, or over \$158 bil development calls for longer extensions of sewers, water pipes, local \$785 million per year \$127 bil roadways, and utility lines. Through 2050, the Compact Growth scenario saves more than \$31 billion in infrastructure capital and operations - 0 hillion dollars and maintenance costs, about \$6,850 per new housing unit Cumulative New Infrastructure Costs to 2050 **PUBLIC HEALTH** Less pollution avoids 0 dollar Business as Auto-related air pollution results in a spectrum of respiratory and \$980 million in health Usual cardiovascular health issues, leading to hospital visits, work loss days, costs. (basis for and premature mortality. Health incidences, and their related costs, are -\$980 m comparison) reduced along with VMT. In 2035, the Compact Growth scenario avoids 75.000 health incidences and \$980 million in health costs Annual Health Costs in 2035 **RESIDENTIAL WATER USE** Saves enough water 110,800 ga annually to supply More compact development patterns, with more smaller lot single family 74,600 gal homes, townhomes, and multifamily housing, save water. By 2050, the over 1.5 million average new household in the Market Demand scenario saves over households. 36,000 gallons per year. Average New Household Water Use in 2050 **BUILDING ENERGY USE** Saves enough energy 1.36 guad Blus annually to power Due to its greater proportion of more compact building types, the Compact 1.19 quad Blus Growth scenario cuts annual energy use in our homes and over 2 million homes. businesses by 12%. This leads to lower household utility bills, greater O quadrillion Btus energy security, and lower carbon emissions. Annual Building Energy Use in 2050 HOUSEHOLD COSTS Saves \$6,500 per \$22,800 \$16,300 More centrally located homes and more compact building types can household on annual dramatically reduce household driving and utility costs. Households in the auto costs and utility

hills

CALIFORNIA STATEWIDE SCENARIOS

costs and utility bills. Rev. 05-01-2013

Compact Growth scenario spend \$6,500 less per year on auto-related

Annual Costs per Household in 2050

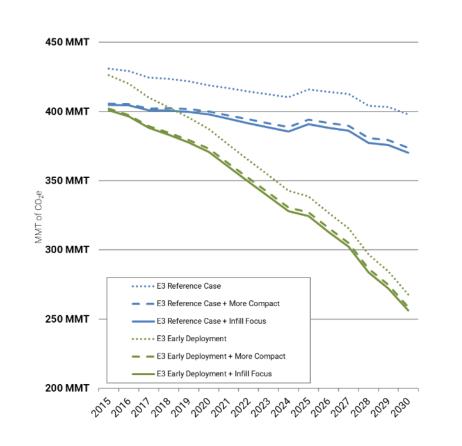
-0 dollars





Energy policy connection: Moving California Forward

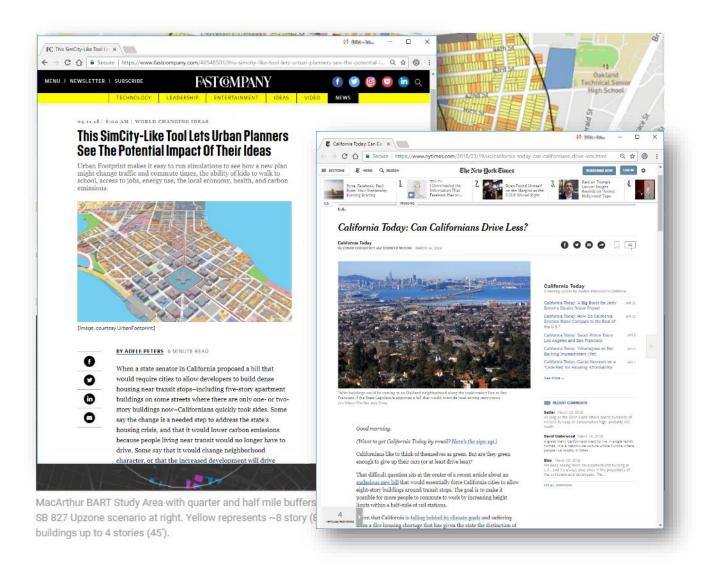
Paired e3 energy policy assumptions with land use scenarios to demonstrate the necessity of compact land use + energy and vehicle policies to meet accelerated GHG reduction targets





Timely analysis: SB 827 zoning policy

- Controversial proposal to dramatically up-zone near transit stations
- UrbanFootprint scenarios were quickly developed to estimate new housing capacity under varying conditions
- Results entered the debate and were covered by the NY Times, Fast Company, and other media



Mexico City Metropolitan Area

Model adaptation and scenario development

Mexico City RapidFire Model & Scenarios

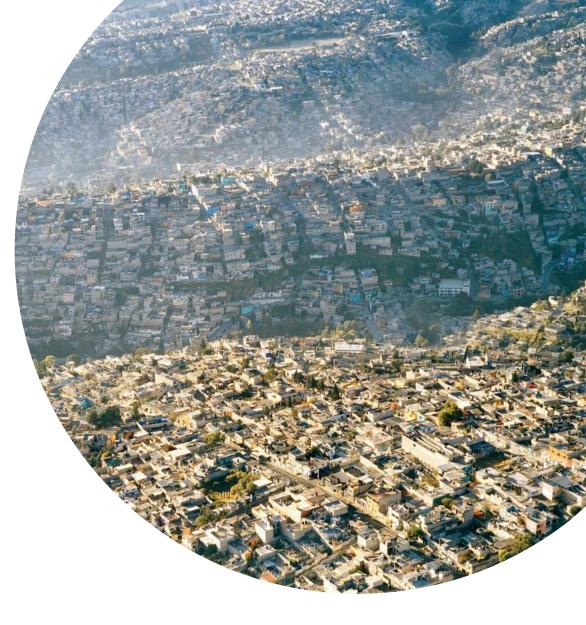
- First adaptation outside US
- Worked with Centro Mario Molina (CMM), CTS Embarq, Fehr & Peers, the Institute for Transportation and Development Policy (ITDP) + local partners
- Supported by CONACyT: Consejo Nacional de Ciencia y Tecnología (Mexico National Council of Science and Technology)





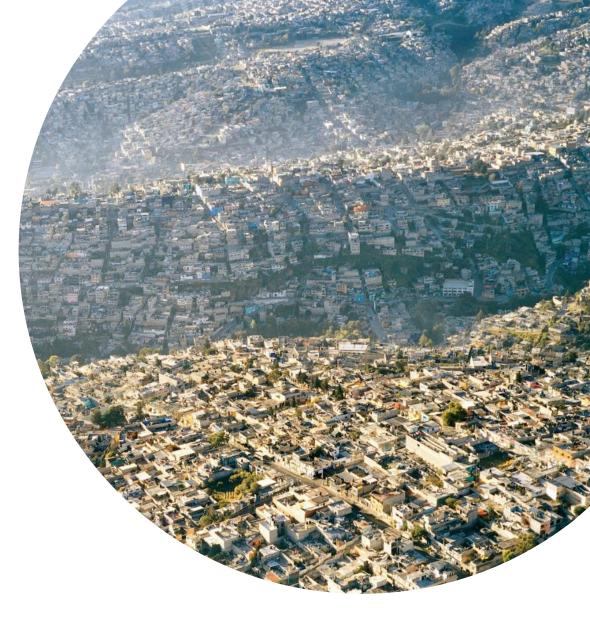
Regional Challenges

- Growth to 25 million people and 8.7 million jobs
- Vast growth in dispersed, disconnected development patterns
- High traffic congestion and pollution
- Livability issues

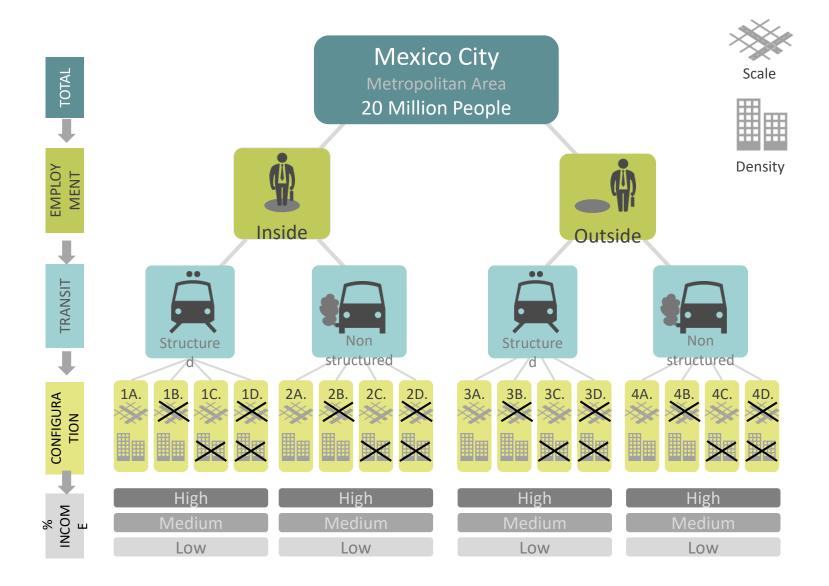


Modeling Context

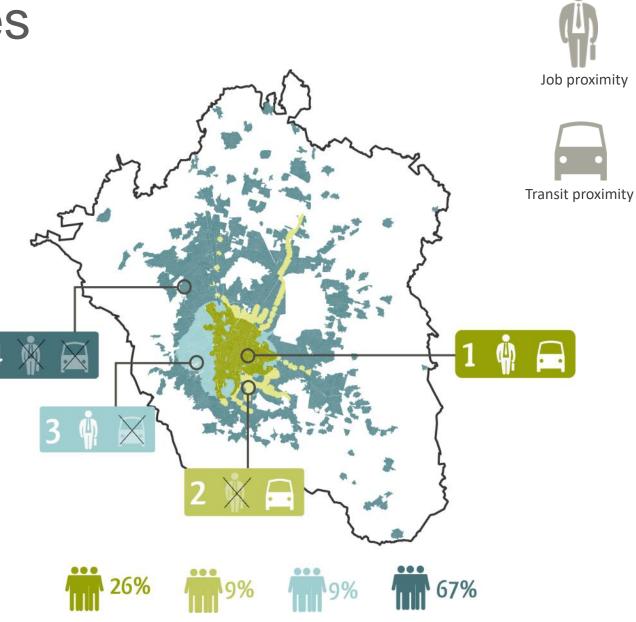
- Expertise and strong technical capacity of local team and partners
- Good data availability



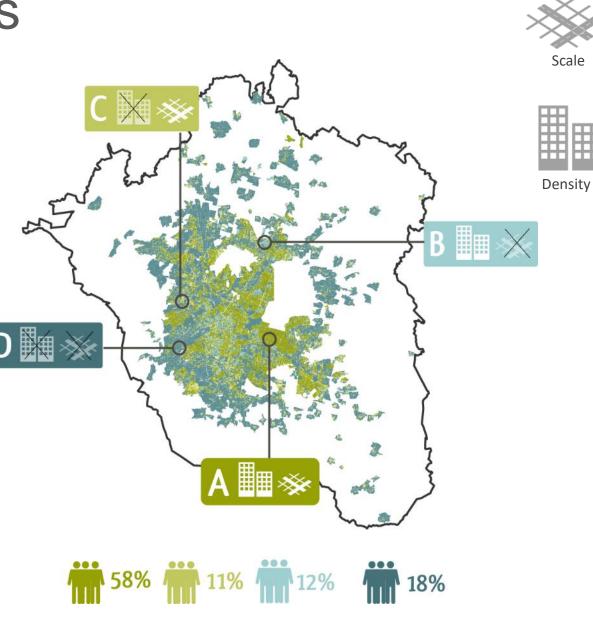
Mexico City Place Type Framework



Mexico City Place Types Regional location



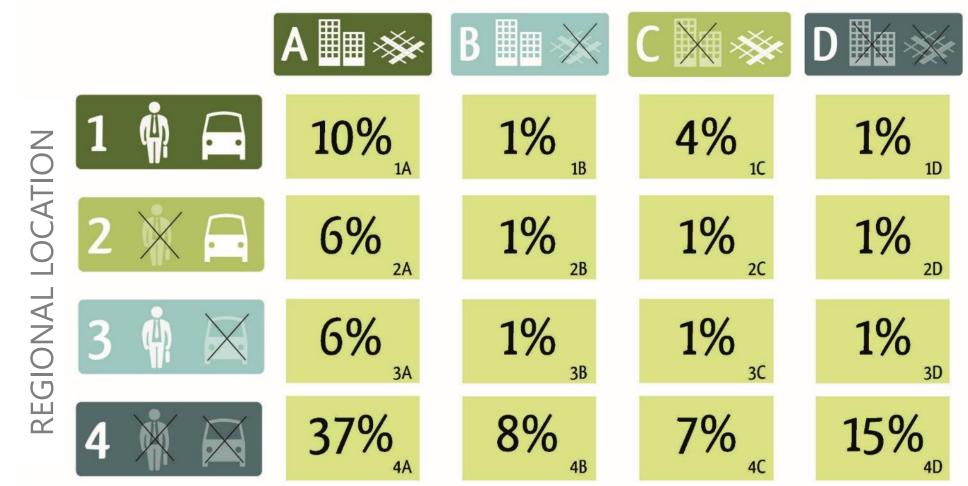
Mexico City Place Types Urban form



Mexico City Place Types

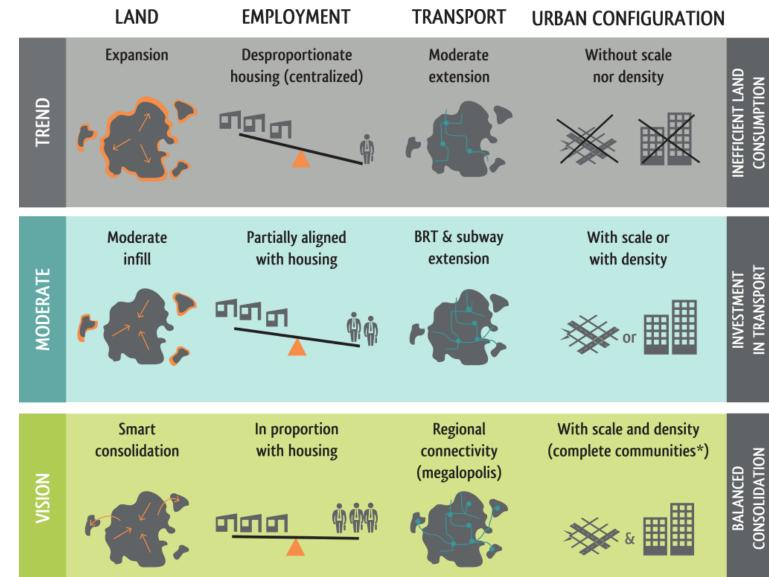
16 combinations

URBAN CONFIGURATION

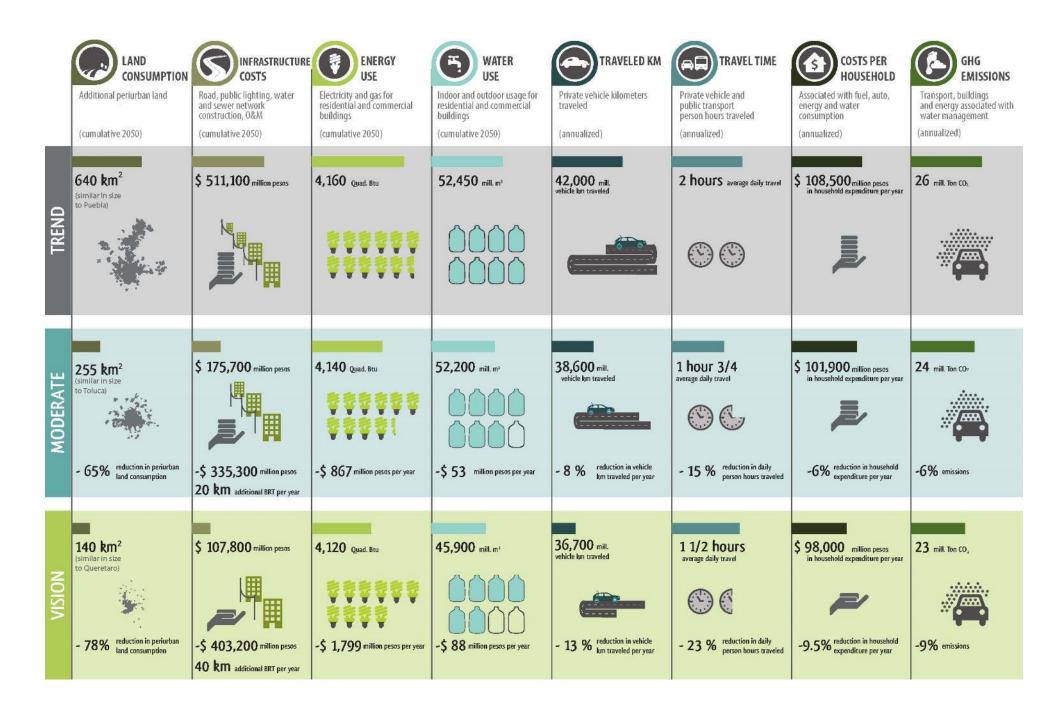


X 3 socioeconomic strata= 48 typologies

Scenario Definition



Metrics



Chongqing 2035 Scenarios

Planning for sustainable growth in China

Guided by goals to grow sustainably as a global city



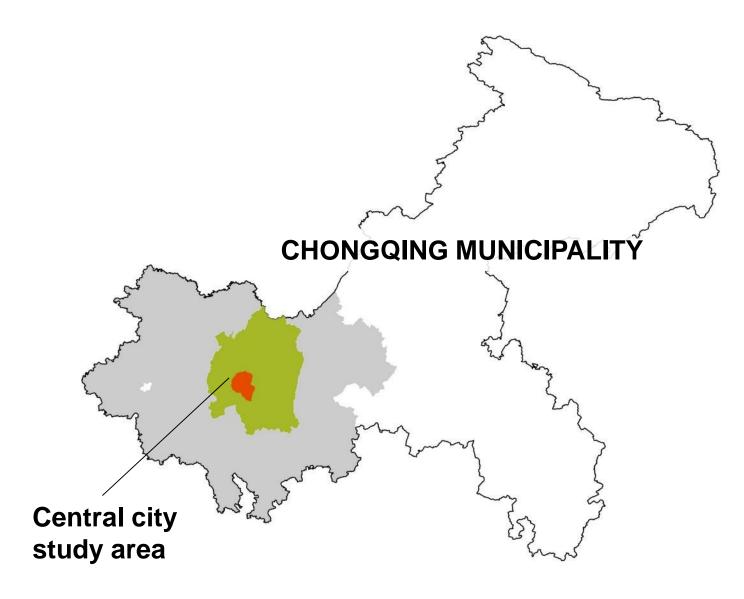
Challenges

- High growth projection
 - +5.8 million urban population
 - +4.6 million jobs
- Fragmented urban growth and monocentric employment concentration
- Superblock development paradigm
- High levels of congestion and air pollution

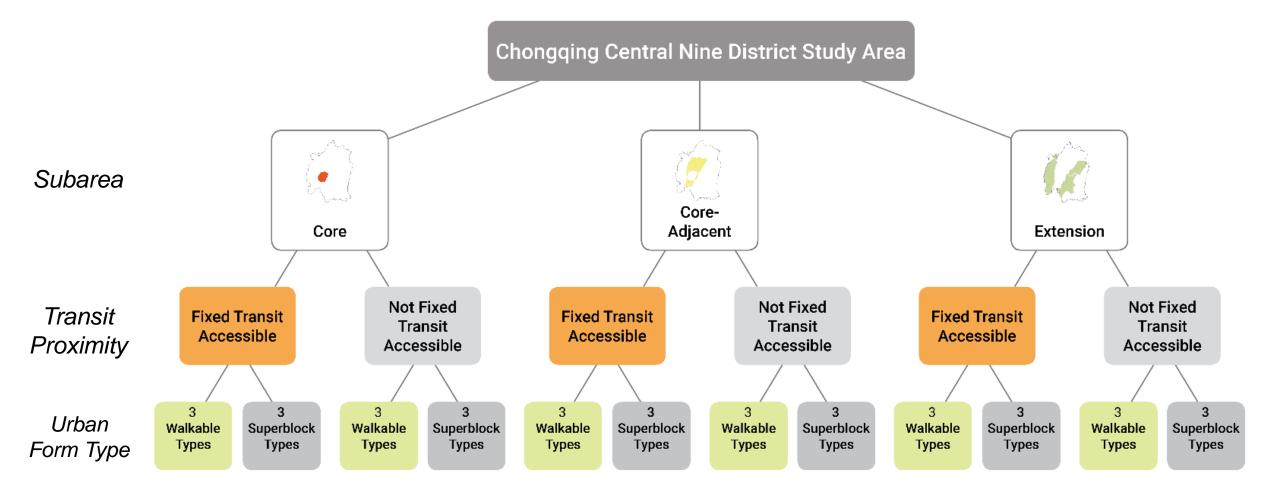


Modeling Context

- Data availability/sharing limitations
- Challenge of a limited regional transportation model

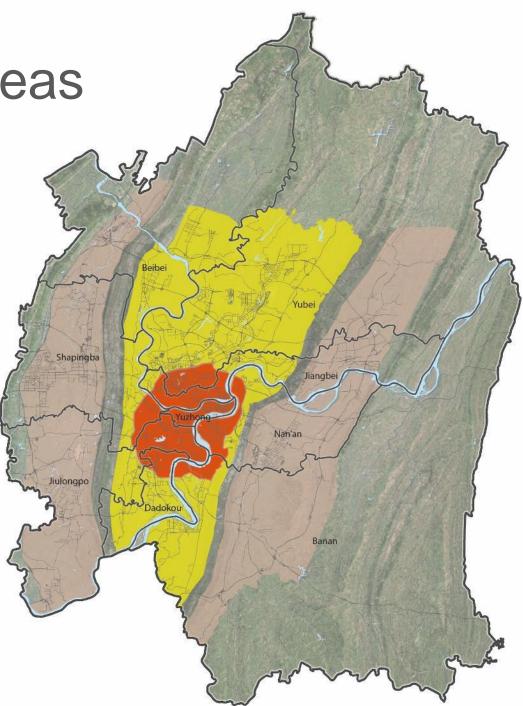


Chongqing Place Types



Central City Study Subareas

- Core
- Core-Adjacent
- Extension



Urban Form: Superblock Development

- Single-use zoning separates residential and commercial areas
- Large blocks served by wide arterial streets are oriented to autos rather than pedestrians and bicyclists
- May be transit *adjacent*, yet not transit *oriented*



Urban Form: Walkable Development

- People-oriented development (POD) or transit-oriented development (TOD)
- Mixed-use zoning creates a balance of housing and services to support active communities
- Small blocks are served by dense street networks that enhance walking, biking, and traffic flow
- Density and mix of housing, employment, and local activities and services are coordinated to transit capacity



Place Type Matrix

SUBAREA	TRANSIT PROXIMITY	PLACE TYPE CODE	URBAN FORM
Core	Transit Oriented	1A	Walkable Commercial Mix
Infill/		1B	Walkable Residential Mix
Redevelopment		1C	Walkable Medium Density Residential Mix
	Transit Adjacent	1D	Superblock Commercial Mix
		1E	Superblock Residential Mix
		1F	Superblock Industrial
	No transit	2A	Walkable Commercial Mix
		2B	Walkable Residential Mix
		2C	Walkable Medium Density Residential Mix
	No transit	2D	Superblock Commercial Mix
		2E	Superblock Residential Mix
		2F	Superblock Industrial
Core-Adjacent	Transit Oriented	3A	Walkable Commercial Mix
Greenfield		3B	Walkable Residential Mix
		3C	Walkable Medium Density Residential Mix
	Transit Adjacent	3D	Superblock Commercial Mix
		3E	Superblock Residential Mix
		3F	Superblock Industrial
	No transit	4A	Walkable Commercial Mix
		4B	Walkable Residential Mix
		4C	Walkable Medium Density Residential Mix
	No transit	4D	Superblock Commercial Mix
		4E	Superblock Residential Mix
		4F	Superblock Industrial
Extension	Transit Oriented	5A	Walkable Commercial Mix
Greenfield		5B	Walkable Residential Mix
		5C	Walkable Medium Density Residential Mix
	Transit Adjacent	5D	Superblock Commercial Mix
		5E	Superblock Residential Mix
		5F	Superblock Industrial
	No transit	6A	Walkable Commercial Mix
		6B	Walkable Residential Mix
		6C	Walkable Medium Density Residential Mix
	No transit	6D	Superblock Commercial Mix
		6E	Superblock Residential Mix
		6F	Superblock Industrial

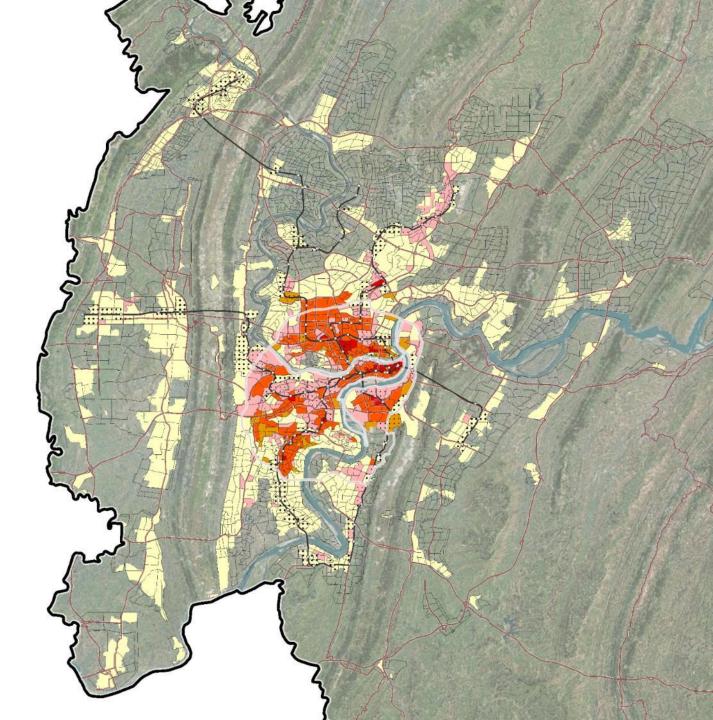
Chongqing Place Types

Superblock Industrial without Transit (Place Types 2F, 4F, 6F)				
Superblock Industrial with Transit (Place Types 1F, 3F, 5F)				
Superblock Residential <i>without Transit</i> (Place Types 2E, 4E, 6E)				
Superblock Residential with Transit (Place Types 1E, 3E, 5E)				
Superblock Commercial <i>without Transit</i> (Place Types 2D, 4D, 6D)				
Superblock Commercial with Transit (Place Types 1D, 3D, 5D)				
Medium-Density Walkable Residential Mix without Transit ((Place Types 2C, 4C, 6C)			
Medium-Density Walkable Residential Mix with Tro	ansit (Place Types 1C, 3C, 5C)			
Description Walkable Residential Mix with Transit (P	Place Types 1B, 3B, 5B)			
ndustrial en	Transit (Place Types 1A, 3A, 5A)			
other uses m areas, with lo Description	Floor Area Ratio (FAR)	Core	Core-Adjacent	Extension
employment Primarily res	Residential	2.0 5.0	1.5 4.0	1.5 2.5
ocal exampl provided in s vary signity Primarily res	Employment			
superblocks (Wodg), band	Gross Density (per hectare) Population	Core 200	Core-Adjacent 140	Extensior 140
Local example for travel high-rise tow Wide, auto o accommodat interiors of leprimarily con Description accommodat interiors of leprimarily con Description Description accommodat interiors of leprimarily con Description De	Employees	1,200	550	360
Local example and foster pedes densities in t	Employment Mix	Core	Core-Adjacent	Extensior
Least event underground to the internet asigh barbar Description	Industrial	0%	0%	0%
Local example of not foster pe and undergre and undergre neighborhoo Description neighborhoo Description	Office, retail, civic, and other	100%	100%	100%
otherwise sn Prinding res				
Local example transit or negoriented to s	use centers, with the highest densities in the Core			
Adjacent, and lower densities in the Extensio	on areas. High concentrations of office, retail, and e and with minimal setbacks, create walkable envi			
Local examt	upply, with some structured and underground par			
attracting commute and other trips from thro	bughout the region.			
Local example: Guanyingiao. Total FAR: 3.9 /	Population density: 280 / Employment density: 1,	710		

Urban Form

Existing Builtup Area Typed TAZs





Trend Scenario

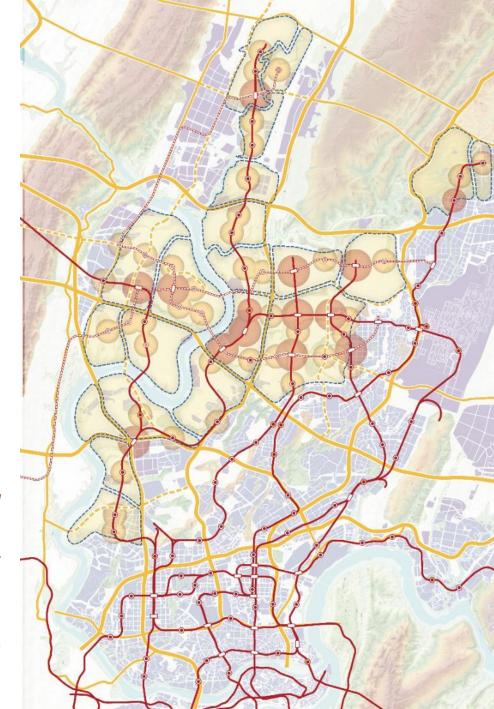
- Reflects development patterns over the past ~20 years
- Fragmented growth occurs throughout study area and built-up area density declines further
- Superblock pattern dominates despite investments made in transit
- Core area receives new commercial growth, necessitating further in-commuting
- Industrial growth dispersed throughout study area



Compact Growth Scenario

- Represents a coordinated implementation of polycentric Master Plan structure
- Development occurs to create a network of balanced TOD areas throughout the nine districts
- Core area receives infill and redevelopment to become more balanced
- Industrial growth dispersed throughout study area

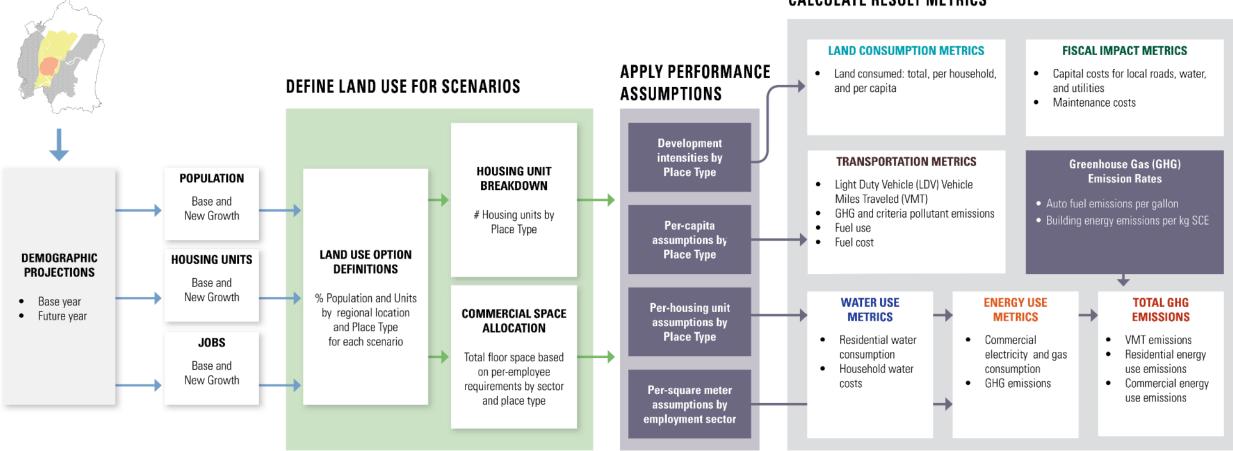
Balanced growth occurs strategically around transit, as in the Liangjiang TOD Plan



RAPIDFIRE MODELING AND ANALYSIS FLOW

SET STUDY AREA

Region / Subregional Areas or District



CALCULATE RESULT METRICS

Scenario Growth Allocations

TREND

Population Growth Distribution	A. Walkable Commercial Mix	B. Walkable Residential Mix	C. Medium Density Residential Mix	D. Superblock Commercial Mix	E. Superblock Residential Mix	F. Superblock Industrial
Core Transit	1%	2%	1%	0.5%	2%	
Core no Transit				0.2%	3%	
Core-Adjacent Transit			1%		19%	
Core-Adjacent no Transit				1%	15%	8%
Extension Transit				1%	4%	
Extension no Transit				1%	24%	<mark>16%</mark>

COMPACT GROWTH

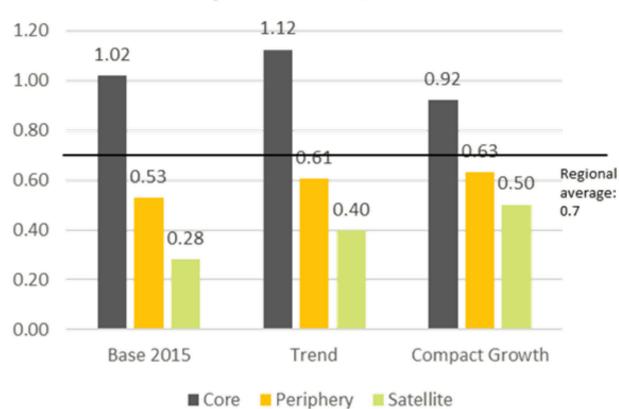
	B. Walkable Residential Mix	C. Medium Density Residential Mix	D. Superblock Commercial Mix	•	
2%	6%	3%			
<mark>19</mark> %	35%	22%			2%
					2%
1%	4%	5%			0.4%
					1%

Job Growth Distribution

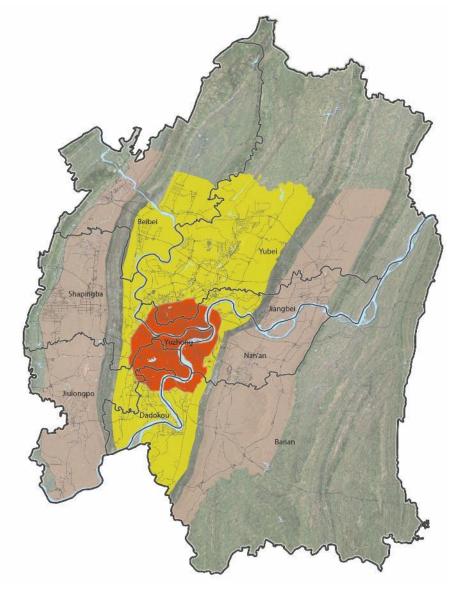
Core Transit	6%	2%	5%	5%		
Core no Transit				6%	1%	
Core-Adjacent Transit			0.5%	3%	2%	17%
Core-Adjacent no Transit				1%	1%	20%
Extension Transit				1%	0.4%	3%
Extension no Transit				1%	2%	22%

4%	1%			
43%	8%	3%		2%
				<mark>24</mark> %
0.5%	0.2%	0.2%		4%
				11%

Prioritizing better jobs/housing balance

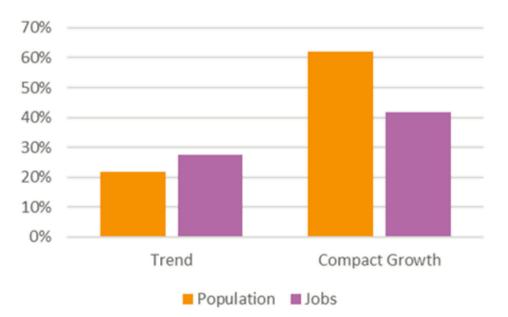


Jobs to Population Ratio, Endstate 2035



Supporting compact, walkable mixed-use development

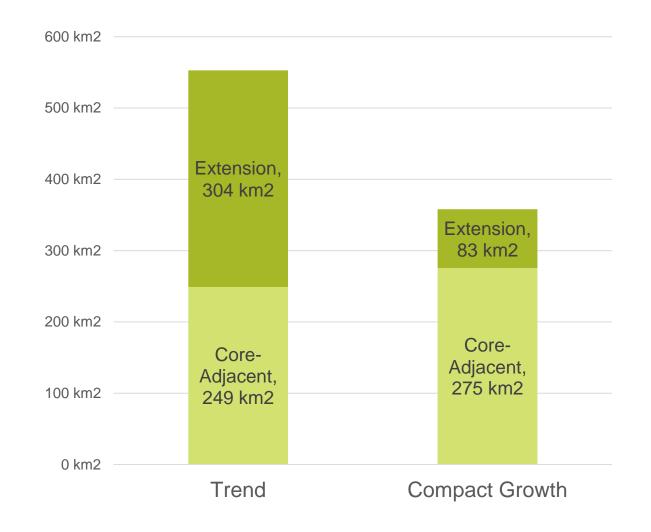
Proportion of Population and Jobs in Walkable, Mixed-Use Areas, Endstate 2035





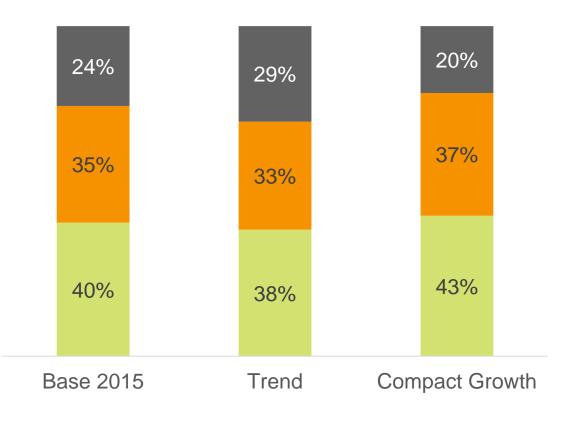
Greenfield Land Consumed

Trend requires 553 km² of land – 195 km² more than Compact Growth.



Transportation Mode Share

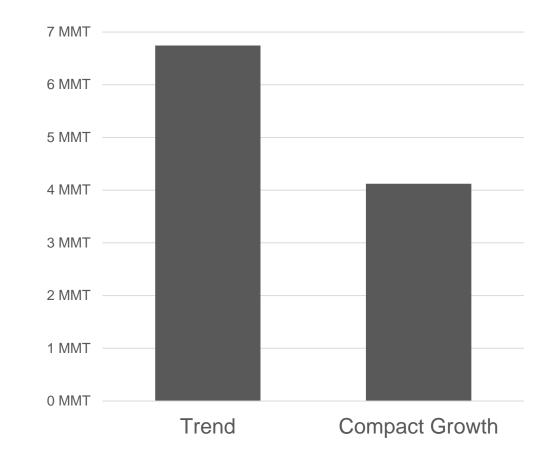
Walk + transit share is **9% higher** in Compact Growth as compared to Trend.



Walk Transit Auto

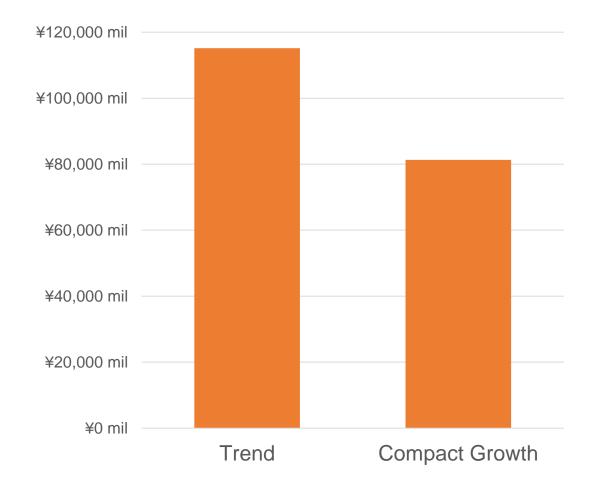
Greenhouse Gas Emissions from Autos

Compact Growth saves 2.6 MMT annually as compared to Trend.



Infrastructure Costs

Compact Growth saves RMB 33.9 billion (\$5.4 billion) to in capital costs for new road, water, wastewater, and utility infrastructure as compared to Trend.



Questions?

Thank you!

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