UrbanSim

Development and Calibration of the Oregon Prototype Metropolitan Land Use Model



Oregon Symposium on Integrated Land Use and Transport Models Portland, Oregon 1998

Paul Waddell

Development Team:

Prototype Version of UrbanSim:

Urban Analytics

In Association With: Parsons Brinckerhoff Quade and Douglas, Inc. ECONorthwest, Inc. KJS Associates

Beta Version of UrbanSim: University of Washington

Sponsors:

- Oregon Department of Transportation
 - Prototype Version; 2nd Generation Model
- Oahu Metropolitan Planning Organization
 - Original Design; Link to Activity-based travel model model
 - State of Utah, Governor's Office
 - Linkage to Public Participation; Infrastructure Models
- National Cooperative Highway Research Program
 - Development of Beta Version of Software
 - Documentation and Web Site: http://urbansim.org



Motivation

- Land Use-Transportation Integration
- Growth Management Strategies
- Environmental Constraints
- Interactions of Markets and Policies
- Foundation for Further Development
- User-Friendly Software
- Open the 'Black Box'

Behavioral Foundation

- Households and Businesses:
 - Move, Building Type, and Location
- Developers:
 - New Construction and Redevelopment
- Governments:
 - Land Use Plans, Infrastructure, Environmental Constraints, Growth Management Strategies

Key Features of the Model

- Simulates Decisions of Urban Actors
- Explicit Representation of:
 - Land, Buildings and Occupants
 - Land Market and Prices
 - Government Policy and Infrastructure
- High Spatial, Sector Disaggregation
- Based on Random Utility; Nested Logit

Data Requirements

- Regional Control Totals
- Parcel Data
- Business Establishments
- Household Data (Census, Travel Survey)
- Land Use Plan
- Environmental Constraints
- Development Costs

Zonal System

- Uses Same Zone Structure as Travel Models for Consistency
- Zones and Land Use Types Define Submarkets
- Demand Operates at Submarket Level
- Supply Operates at Parcel Level
- Market Interaction Operates at Submarket



Outputs

Population and Households by Type

- Income
- Age
- Household Size
- Children
- Businesses by Industry and Size
 - Industry
 - Size
- Land Use and Density
- Housing Units, Commercial Square Feet, Prices by Type

Computing Requirements

Computer Requirements

- Any computing platform supporting Java 1.2
- RAM: 64MB or more (Depends on Zones)

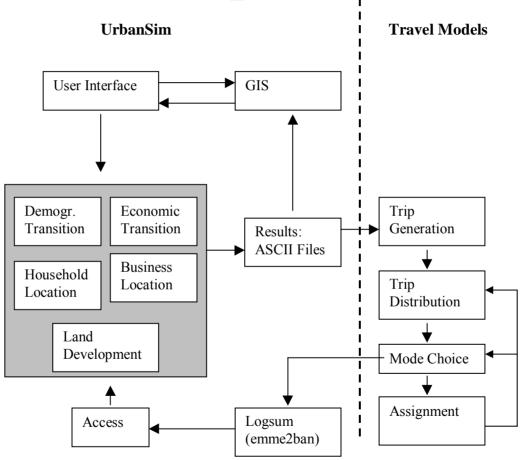
User-Friendliness

- Software Developed Since 1995 Using Modern
 Object-Oriented Software Standards
- User-Friendly Interface
- Results Written to ASCII for Portability

Key Features of Software

- Object-Oriented Implementation in Java
- Platform-independent
- Inter-operates with Travel Models
- Results Written to ASCII for Portability
- User Interface Exposes Land Policy Assumptions for Testing

Software Components



The Role of Access

- Composite Utility of Access to Activities
 - Employment by Type
 - Population by Type
- Accessibility Indices Updated Annually
 - Activity Distribution Updated Annually
 - Travel Utility Updated With Travel Model Runs
- Accessibility Enters Residential and Business Bid Functions for Locations
 - Provides the Land Use Effect of Transport

Travel Model Interface

- Supports Emme/2 in native format
- Supports all other travel models in ASCII format
- Supports Interactive Analysis With Travel Models
- Accessibility from Travel Models
 - Composite Utility from Mode Choice
 - Composite Utility from Logit-based
 Destination Choice

Accessibility Index for 4-Step Model

$$Access_i = \sum_{j}^{J} A_j e^{\beta L_{ij}}$$

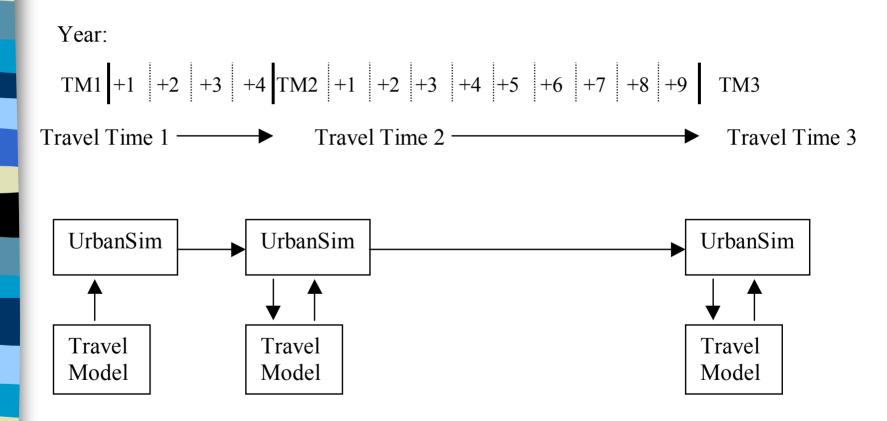
A_j is the quantity of activity in location j
L_{ij} is composite utility, or logsum (for one car households), from location i to j from Mode Choice Model.
Q is the stillty applies require the initial baset to 1

 β is the utility scaling parameter, initially set to 1

Accessibility Index for Honolulu Activity-Based Model

- Use Composite Utility (logsum) from
 - Workplace Destination Choice
 - Other Non-Work Destination Choice
- Could Generalize to Composite Utility of Travel Across All Activities
- Access Indices Enter Residential or Business Bid Functions for Locations

Interaction With Travel Models



(TM = Travel Model Year)

Growth Management Policies

- Land Use Plans
- Environmental Constraints
 - Slope
 - Wetlands
 - Fault Zones
- Density Constraints
- Urban Growth Boundaries
- Development Impact Fees
- Tax Abatements

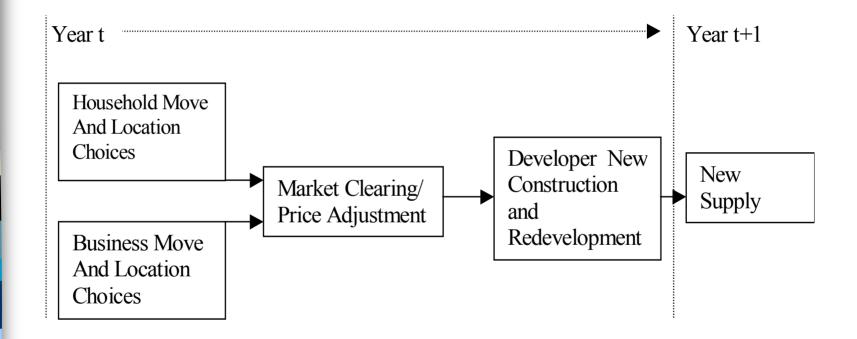
Land Market Interactions

- Model Components Linked through Land Market Interactions
- Prices Assure Consistency
- Model is Quasi-Dynamic, with Annual Steps
- Model Does Not Assume:
 - Perfect Information
 - Costless Transactions
 - Full Equilibrium

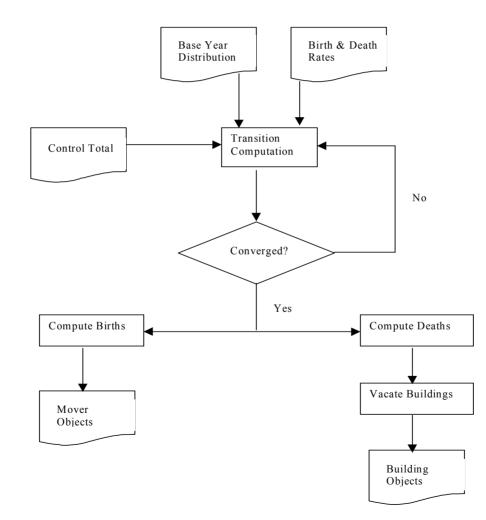
Dynamic Urban Development

- Model Move Decisions
 - Cross-Sectional/Equilibrium Models May be Biased; we know:
 - Moving Transaction costs are significant
 - Household Mobility Varies by Age, Inc.
 - Business Mobility Varies by Size, Sector
- Model Incremental Land Development
 - Existing Buildings
 - New Construction
 - Redevelopment

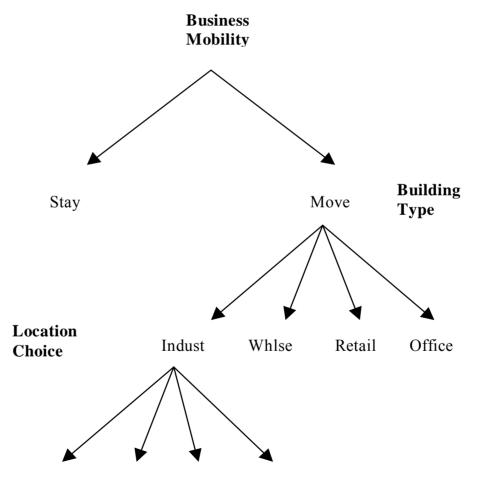
Temporal Dynamics



Transition Model



Nested Location Model Structure





Nested Logit Structure

$$P(h) = rac{e^{V_h + \mu V'_h}}{\sum_{h'} e^{V_h + \mu V'_{h'}}}$$

Marginal Choice of Housing Type

 $V_h' = \ln \sum_l e^{V_l}$

Logsum

$$P(l|b) = rac{e^{V_l}}{\sum_{l'} e^{V_{l'}}}$$

Conditional Choice of Location

Consumer Surplus

Consumer surplus is willingness to pay (bid) less the market price for an alternative:

$$CS_{hi} = \Theta_{hi} - p_{hi}$$

Location choice is a function of consumer surplus:

$$P_{i|h} = \frac{e^{\mu(\Theta_{hi} - p_i)}}{\sum_{j} e^{\mu(\Theta_{hj} - p_j)}}$$

Household Bid Functions

Household Bid Price Variables

	Definitions
Residential 2-4	Dummy variable for housing type residential with 2-4 units (duplex, triplex or quadplex)
Multi-family	Dummy variable for housing type multi-family, with 5 or more units
InAccEmployment	Log of accessibility to total employment, with an exponent on the logsum of 1
InAcc4Retail	Log of accessibility to retail employment, with an exponent on the logsum of 4
Density (units/acre)	The net density in units per acre of a particular housing type in a zone
lnUnits	Log of the number of housing units of a particular type in the zone
InAge	Log of the average age of the buildings of a type in a zone
PctIncome1	Percent of households in a zone in the lowest income group
PctIncome2	Percent of households in a zone in the second lowest income group
PctIncome4	Percent of households in a zone in the highest income group
PctChild	Percent of the households in a zone that have one or more children
PctLandIndustrial	Percent of the developed land in the zone that is in industrial use
PctLandResidential	Percent of the developed land in a zone that is in residential use
TimeToCBD	Travel time to the Central Business District, in minutes



	INCOME	GROUP 1	INCOME	GROUP 2	INCOME	GROUP 3	INCOME	GROUP 4
	Child	No Child	Child	No Child	Child	No Child	Child	No Child
Intercept	0.8661	5.0712	0.8730	3.3327	4.9405	5.5321	7.2061	4.1270
Intercept	(0.759)	(5.170)	(0.680)	(3.227)	(7.243)	(8.915)	(3.197)	(1.163
Residential 2-4	-0.4297	-0.4815	-0.4507	-0.5162	-0.4179	-0.5848	(5.177)	-0.777
Residential 2 4	-(15.306)		-(15.398)		-(9.869)	-(30.252)		-(6.979
Multi-family	-1.0447	-1.0189	-1.1022	-1.0711	-1.1099	-1.3607	-0.9856	-1.8252
ivitatiti tanniny		-(41.734)		-(33.888)		-(35.988)		-(20.402
InAccEmployment	0.8089	0.4326	0.7912	0.6155	0.4593	0.4198	0.3329	0.655
in teelinpio ynient	(8.081)	(5.045)	(6.845)	(6.694)	(7.167)	(7.059)	(1.619)	(2.020
InAcc4Retail	(0.001)	0.0307	0.0077	0.0075	0.0347	0.0087	0.0955	0.0403
		(3.427)	(0.931)	(0.954)		(0.999)	(5.799)	(1.537
Density (units/acre)	-0.0063	-0.0053	-0.0091	-0.0061	-0.0310	-0.0018	-0.0128	-0.0020
	-(5.488)	-(9.786)	-(4.530)	-(6.963)	-(7.605)	-(1.557)	-(2.700)	-(0.592
InUnits	-0.0016	-0.0270	-0.0056	-0.0271	-0.0011	. ,	-0.1389	-0.035
	-(0.131)	-(2.850)	-(0.532)	-(3.104)	-(0.094)		-(6.510)	-(1.202
lnAge	-0.0929	-0.0789	-0.0791	-0.1416	-0.1789	-0.1770	-0.3714	-0.539
	-(3.775)	-(4.484)	-(3.229)	-(7.672)	-(7.008)	-(8.486)	-(9.261)	-(9.385
PctIncome1	-0.0131	-0.0096	-0.0142	-0.0102	-0.0123	-0.0107	-0.0103	-0.006
	-(12.603)	-(10.906)	-(15.290)	-(11.828)	-(12.604)	-(11.475)	-(4.937)	-(1.893
PctIncome2	-0.0145	-0.0161	-0.0157	-0.0140	-0.0166	-0.0137	-0.0178	-0.008
	-(12.006)	-(14.971)	-(14.684)	-(14.921)	-(14.184)	-(13.167)	-(10.116)	-(3.419
PctIncome4	0.0045	0.0098	0.0075	0.0157	0.0030	0.0080	0.0019	0.0094
	(1.642)	(4.505)	(3.600)	(8.996)	(1.738)	(4.924)	(0.861)	(2.803
PctChild	0.0032	0.0026	0.0059	0.0027	0.0014	-0.0020	-0.0061	-0.014
	(3.445)	(3.211)	(7.029)	(3.376)	(1.501)	-2.0500	-(3.863)	-(5.798
PctLandIndustrial	-0.0057	-0.0108	-0.0051	-0.0097	-0.0029	-0.0057		-0.018
	-(6.241)	-(15.680)	-(6.077)	-(14.347)	-(2.852)	-(5.292)		-(4.819
PctLandResidential	0.0011		0.0027		0.0053	0.0031	0.0099	0.003
	(1.732)		(4.944)		(9.612)	(5.870)	(12.323)	(2.971
TimeToCBD	0.0204	0.0126	0.0187	0.0129			0.0160	0.018
	(2.642)	(2.006)	(2.552)	(2.033)			(1.377)	(0.964
N	1352	2432	1681	2878	1413	2085	438	50
Adjusted R ²	0.76	0.79	0.73	0.73	0.69	0.74	0.76	0.7

Business Bid Functions

Business Bid Price Variables

	Definitions
IndustrialDummy	Dummy variable for industrial building type
WarehouseDummy	Dummy variable for warehouse building type
RetailDummy	Dummy variable for retail building type
LnAccessIncome4	Log of access to households in the highest income group
PctAccessIncome4	High income households as a percentage of access to all households
EmpPopAccessRatio	Ratio of employment access to population access
InAccessEmployment	Log of access to total employment
InAccPop+Emp	Log of access to total employment and population
BasicGrossDensity	Basic employment in a zone per square mile
RetailGrossDensity	Retail employment in a zone per square mile
ServiceGrossDensity	Service employment in a zone per square mile
PctAccRetail	Retail employment as a percentage of access to total employment
PctAccService	Service employment as a percentage of access to total employment
lnSQFT	Log of the total square feet of commercial space of a particular type
lnAge	Log of building age
Density (Floor/Area)	Net density of the building type in a zone
PctIndustrialLand	Percent of developed land in a zone in industrial use
PctRetailLand	Percent of developed land in a zone in retail use
CBDTime	Travel time to the CBD, in minutes
HWY	Dummy variable for presence of a highway in a zone



Business Bid Results

	SERVICE	RETAIL	BASIC
INTERCEPT	0.5826	-0.7054	-2.6015
	(0.317)	-(0.437)	-(0.681)
IndustrialDummy	-0.5763	0.1113	-0.0099
	-(3.518)	(0.584)	-(0.114)
WarehouseDummy	-0.8486	-0.6661	-0.5980
	-(8.701)	-(5.299)	-(8.117)
RetailDummy	-0.5156	-0.1912	-0.4726
	-(12.757)	-(4.013)	-(6.879)
LnAccessIncome4	0.4026		
	(2.139)		
EmpPopAccessRatio	2.0151		
	(6.116)	0.2450	
PctAccessIncome4		0.3458	
1. A		(3.964)	0 4100
InAccessEmployment			0.4188 (1.370)
lnAccPop+Emp		0.1414	(1.570)
шАссгор⊤Ешр		(1.126)	
BasicGrossDensity		(1.120)	1.02E-04
DasieGrossDelisity			(6.782)
RetailGrossDensity		4.75E-05	6.48E-05
Retuil G1055D elisity		(4.850)	(3.486)
ServiceGrossDensity	3.694E-06	(1.000)	(51.00)
	(2.950)		
PctAccRetail	0.0526	0.0464	0.0723
	(4.788)	(3.933)	(3.638)
PctAccService	-0.0451		
	-(4.628)		
lnSQFT	-0.2930	-0.1563	-0.1906
	-(18.855)	-(9.245)	-(8.019)
lnAge		-0.1203	
		-(3.469)	
Density (Floor/Area)	-0.1558	-0.3690	-0.6631
	(4.225)	-(6.485)	-(5.448)
PctIndustrialLand	-0.0035	-0.0025	-0.0062
	-(2.504)	-(2.607)	-(5.386)
PctRetailLand	0.0084		
CDDTime	(8.305)		0.0466
CBDTime	0.0883 (4.913)		
HWY	(4.913)	0.0571	(1.593)
11 VV 1		(1.268)	
N	1056	603	458
Adj. R^2	0.50	0.42	438
1 iuj. It	0.50	0.42	0.50

Household Location Choice Results

Variable	Coefficient	Z (b/s.e)
Consumer Surplus	4.73E-05	6.748
LnSize	2.30E-02	4.156

Business Location Choice Results

Variable	Coefficient	Z (b/s.e)
Consumer Surplus	3.18E-02	1.768
LnSize	1.60E-02	1.479

Market Price Adjustment in Prototype Version

$$P_{lbt} = P_{lbt-1} \left[\frac{D_{lbt}}{(1-\alpha)S_{lbt}} \right]^{\beta}$$

 P_{lbt} is the land price of building type b in location l in year t P_{lbt-1} is the previous year closing land price for the same building and location D_{lbt} is the total demand in the current year for space in the bldg type and location S_{lbt} is the current year total supply of space of building type b in location l α is the normal vacancy rate

 β is a scaling parameter for the price adjustment, initially set to 1

Latent Demand

$$D_{lbt} = \sum_{i} P(lb)_{it} M_{it} R_{lb} + \sum_{i} T_{ilbt} - (AV_{lbt} + TV_{lbt})$$

 $P(lb)_t$ is the prob. that a mover of type i will choose bldg type b in loc. I in year t M_{it} is the total number of movers of type i in year t

 R_{lb} is the utilization rate for bldg type b (for res=1, for nonres=sqft/emp for b) T_{ilbt} is the total quantity of occupied space in building type b, location l in year t AV_{lbt} is the total actual vacancy (from prev year) in bldg type b, loc l, and year t TV_{lbt} is the tentative vacancy (movers subtracted) in bldg type b, loc l, and year t

Market Price Adjustment in Beta Version

 P_{lbt} is the land price of building type b in location l in year t P_{lbt-1} is the previous year closing land price for the same building and location α_b is the Normal, or threshold vacancy rate for building type b V_{lbt} is the current vacancy rate for building type b in location l V_{bt} is the current vacancy rate for building type b across the region λ is a regional weighting parameter β is a scaling parameter for the price adjustment, initially set to 1



$$D_{bt} = D_{bt-1} + \sum_{i}^{I} D_{it} - C_{it-1} \int_{ibt-1}^{I} \frac{D_{ibt-1} - D_{ibt-2}}{(D_{ibt-1} - D_{ibt-2})}$$

where

 D_{bt} is the aggregate demand for building type b in year t D_{bt-1} is the aggregate demand for building type b in t-1 D_{ibt-1} is the demand for building type b in t-1 by Consumers i D_{ibt-2} is the demand for building type b in t-2 by Consumers i C_{it} is the Number of Consumers of type i in time t C_{it-1} is the Number of Consumers of type i in time t-1

Aggregate Demand in Beta Version

 $D_{bt} = D_{bt-1} + (Q_{t} - V_{bt-1})S_{bt-1}Q_{t}$

where

 D_{bt} is the aggregate demand for building type b in year t D_{bt-1} is the aggregate demand for building type b in t-1 α_b is the normal market vacancy rate for building type b V_{bt-1} is the actual vacancy rate in t-1 for building type b S_{bt-1} is the total supply of space in building type b in t-1 β is a scaling parameter

Developer Profit

 $\widehat{\Pi}_{i}(lb) = \widehat{R}_{lb}Q_{ib} - L_{i}A_{i} - H_{b}Q_{ib} - S_{lb}Q_{ib} - I_{ib'}Q_{ib'} - D_{ib'}Q_{ib'}$

 $\widehat{E}_i(lb)$ is the expected profit from developing parcel i in loc l into bldg type b $\widehat{R}_{lb}Q_{ib}$ is the expected revenue from selling the project to household or business L_iA_i is the land cost of parcel i (land cost per acre times acres) H_bQ_{ib} is the 'hard' construction cost of the development project (replacement cost) $S_{lb}Q_{ib}$ is the 'soft' construction cost of developing the project (development fees) $I_{ib}Q_{ibo}$ is the cost of existing improvements on parcel i if it is being redeveloped $D_{ib}Q_{ibo}$ is the demolition cost for any improvements on parcel i (if redeveloped)



Density

$$\Phi_{lb} = \alpha_b + \beta_b \ln(P_{lb})$$

 Φ_{ib} is the density for parcels in location 1 and building type b P_{lb} is the land price per acre in location 1 for building type b

UrbanSim beta User Interface: Open Project

🖉 Open Pr	roject 📐		X
Look in:	Eugene		• • …
💼 BaseData			
Test9			
File name:	Eugene		Open Project
Files of type	e: All Files (*.*)	~	Cancel

UrbanSim beta Main Menu

File	Help					
2		1				
Scenario	Editor	Coeffi	cient Editor	Report	Ing	
	Enter Sc	enario	or Press Brows	e	Browse for Scenario	
					Edit Scenario	
					Bus Seesaria	
					Run Scenario	
Model Beta	1.0, UI -	Alpha ().9			

Scenario Editor

otals Land	Use Conversion D	ensity Constraints	Development Costs	Vacancy Rat
	Project Base Year is	: 1995 Ending Yea	ar for Scenario: 2010	J
ear	Population	Employment	ReportYear	Travel
1995	172559	96217	>	
1996	175148	97660	V	
1997	177775	99125	▼	
1998	180441	100612	▼	
1999	183148	102121	▼	
2000	185895	103653	v	
2001	188684	105208	▼	
2002	191514	106786	▼	
2003	194387	108388	▼	
2004	197302	110013	▼	
2005	200262	111664	▼	
2006	203266	113339	V	
2007	206315	115039	V	
2008	209410	116764		
2009	212551	118516	▼	
2010	215739	120293	v	

Land Use Conversion Rules

Control Totals Land		ensity Constraints	Development Costs	Vacancy Rates			
Planned to Actual Land Use Conversion							
County	City	Overlay	PLU	ALU			
-1	-1	-1	1	0			
-1	-1	-1	2	3			
-1	-1	-1	2	6			
-1	-1	-1	2	7			
-1	-1	-1	3	2			
-1	-1	-1	3	3			
-1	-1	-1	3	6			
-1	-1	-1	3	7			
-1	-1	-1	3	8			
-1	-1	-1	4	6			
-1	-1	-1	4	7			
-1	-1	-1	5	8			
-1	-1	-1	6	0			
-1	-1	-1	7	4			
-1	-1	-1	7	8			
-1	-1	-1	8	3			
-1	-1	-1	9	5			
-1	-1	-1	10	4			
-1	-1	-1	11	2			

Density Constraints

Control Totals Land Use Conversion Density Constraints Development Costs Vacancy Rates								
Constraints - Land Use Density								
County	City	Overlay	ALU	Min Density	Max Density			
-1	-1	-1	1	2.0	8.0 🔺			
-1	-1	-1	2	10.0	15.0			
-1	-1	-1	3	15.0	30.0			
-1	-1	-1	4	0.1	1.3			
-1	-1	-1	5	0.2	1.3			
-1	-1	-1	6	0.25	6.0			
-1	-1	-1	7	0.3	6.0			
-1	-1	-1	8	0.05	4.0			
-1	-1	-1	9	0.0	0.0			
-1	-1	-1	10	0.0	0.0			
-1	-1	-1	11	0.0	0.0			
-1	-1	-1	12	0.0	0.0			
-1	-1	-1	13	0.0	0.0			
-1	-1	-1	14	0.0	0.0			

Development Costs

Control Tota	Control Totals Land Use Conversion Density Constraints Development Costs Vacancy Rates								
Hard Co	Hard Costs of Development Solo Costs of Development								
ALU	Hard Cost	Demolitio		County	City	Overlay	ALU	SoftCost	
1	74000.0	4000.0		1	1	1	1	2000.0	
2	40000.0	4000.0		1	1	1	2	2000.0	
3	24000.0	4000.0		1	1	1	3	2000.0	
4	56.0	4.0		1	1	1	4	3.0	
5	20.0	4.0		1	1	1	5	3.0	
6	27.0	4.0		1	1	1	6	3.0	
7	41.0	4.0		1	1	1	7	3.0	
8	46.0	4.0		1	1	2	1	2000.0	
9	0.0	0.0		1	1	2	2	2000.0	
10	0.0	0.0		1	1	2	3	2000.0	
11	0.0	0.0		1	1	2	4	3.0	
12	0.0	0.0		1	1	2	5	3.0	
13	0.0	0.0		1	1	2	6	3.0	
14	0.0	0.0		1	1	2	7	3.0	
				1	1	3	1	2000.0	
				1	1	3	2	2000.0	
				1	1	3	3	2000.0	
				1	1	3	4	3.0	
			•	1	1	3	5	30	

Vacancy Rates

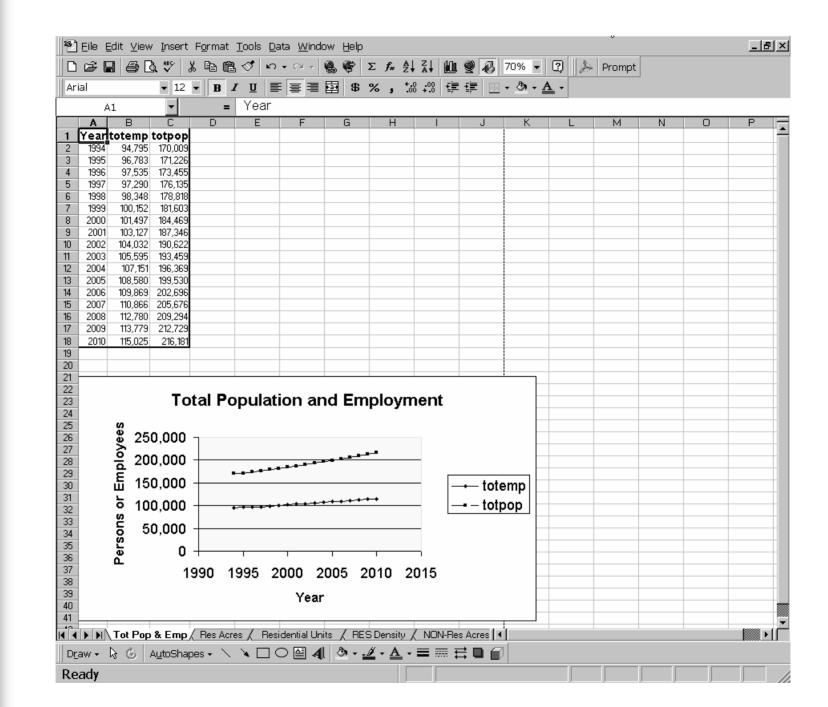
Control Totals	and Use Conversion Density Cons		incy Rates					
Normal Vacancy Rates								
	ALU	Rate						
	1	30.0						
	2	20.0						
	3	20.0						
	4	20.0						
	5	20.0						
	6	20.0						
	7	20.0						
		20.0						
	9	0.0						
	10	0.0						
	11	0.0						
	12	0.0						
	13	0.0						
	14	0.0						

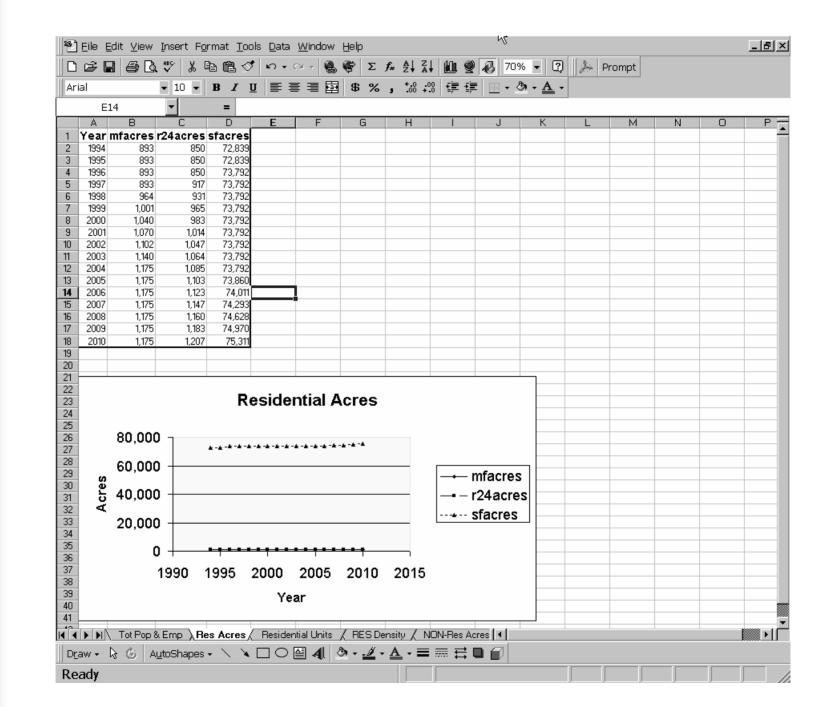
Console With Run Diagnostics

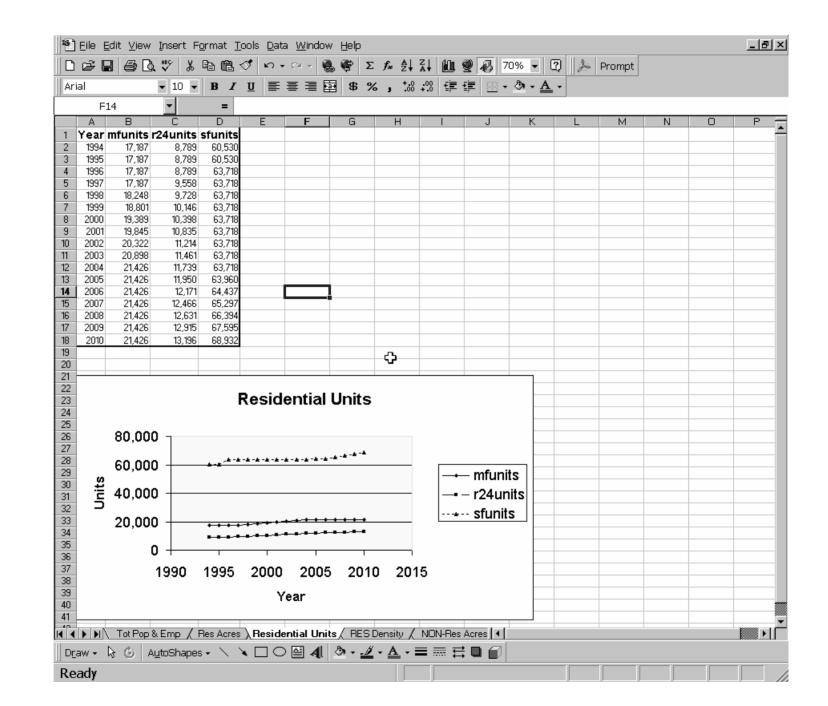
MS UrbanSim	_ 🗆
total sqft[2] = 8789000	
used sqft[2] = 8534000	
total sqft[3] = 17187000	
used sqft[3] = 15077000	
total sqft[4] = 10755369	
used sqft[4] = 8204625	
total sqft[5] = 12559548	
used sqft[5] = 10088168	
total sqft[6] = 19031123	
used sqft[6] = 15673710	
total sqft[7] = 9961992	
used sqft[7] = 8355990	
Bus Count=6172	
Res Count=72077	
Bus Count=6172	
Res Count=72077	
Determine Development	
Determine Development	
New Growth == Demand:	
new growth[1]: 3154	
new growth[7]: 12226	
Total Developed Lot Value before adjustment: 1.82216819E9	
Price Adjust PrintStream: E:\UrbanSim\Programs\UI\padj1995.txt	
Total Developed Lot Value after adjustment: 1.82216806E9	

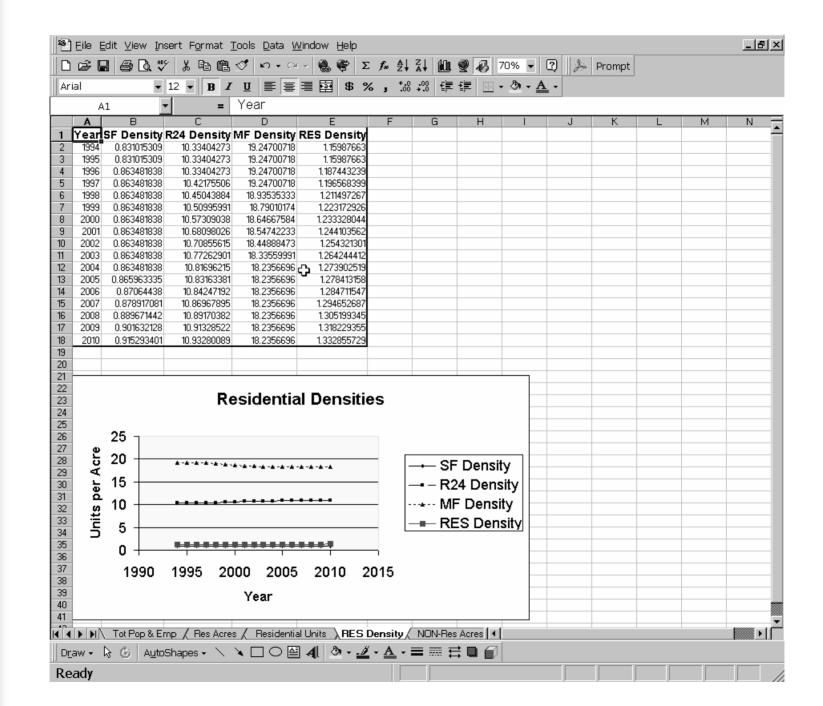
Merge Results Tool

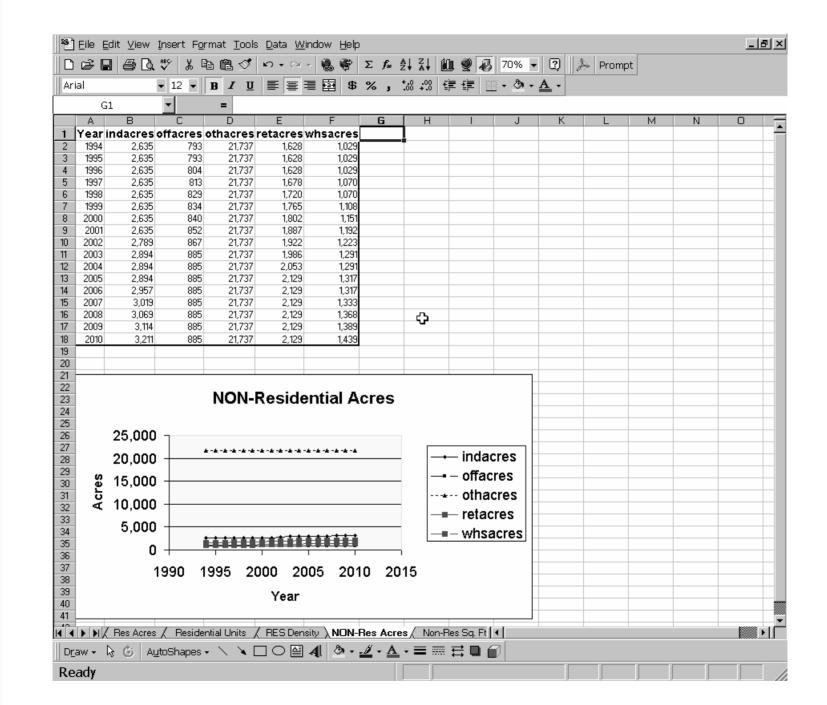
🛋 UrbanSim: Merge Years	of Senario	
1 SET: the BaseData directory	2	3
e: ▼ ⓐE:\ ⓐUrbanSimProje	Merge database	Done/Close/EXIT
Eugene Test9 1995 1996	AcrView Two Years	Final database stored in Reports directory of
1996 1997 1998		the Scenario.
	Base Year	
	1994	
Merge only scenarios in Test9		

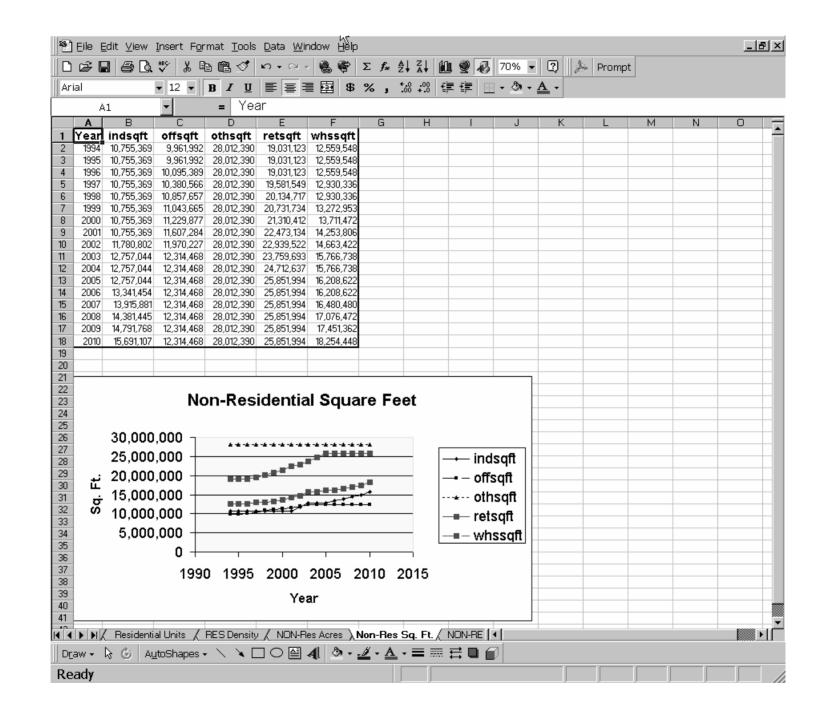


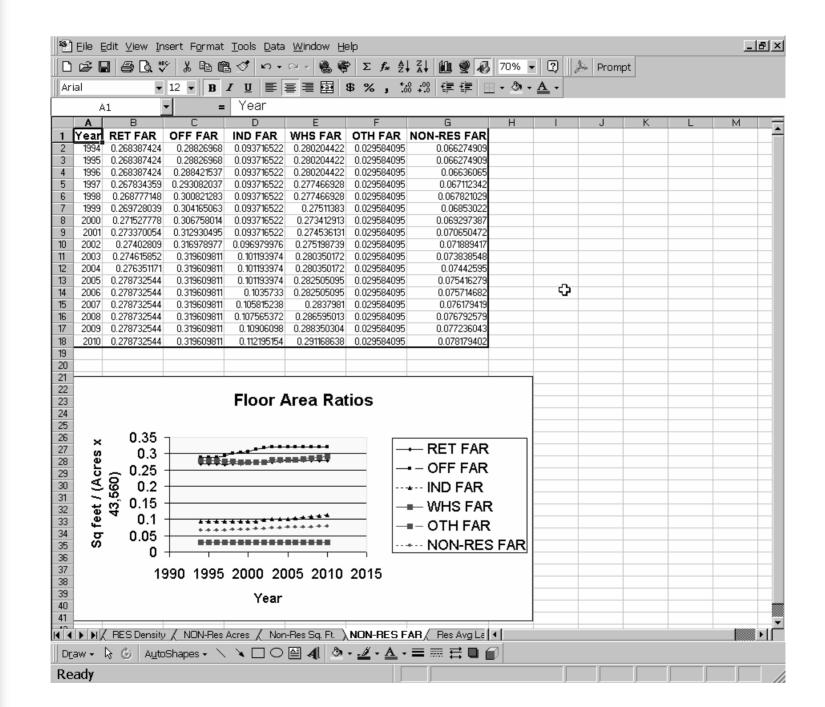


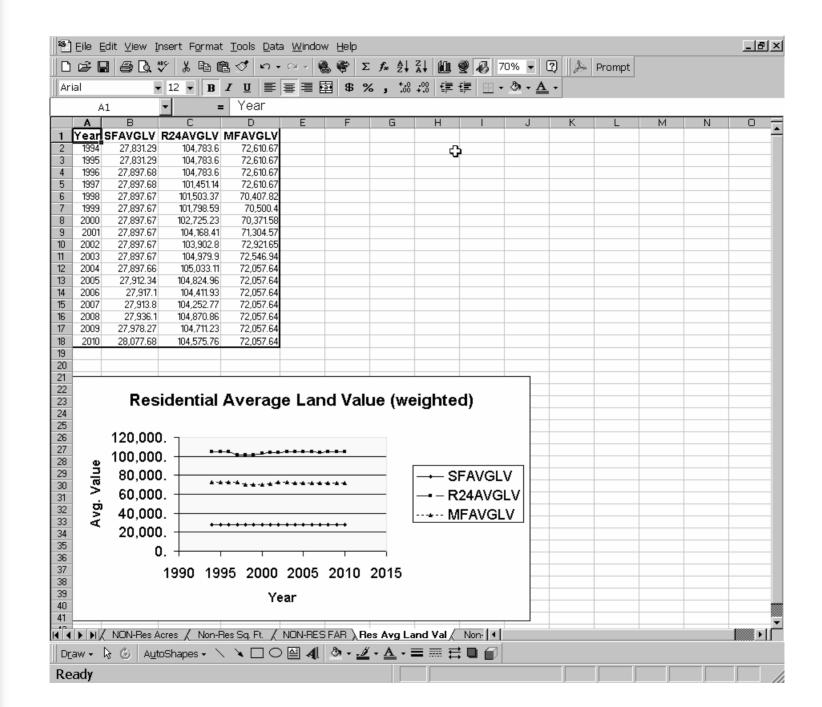




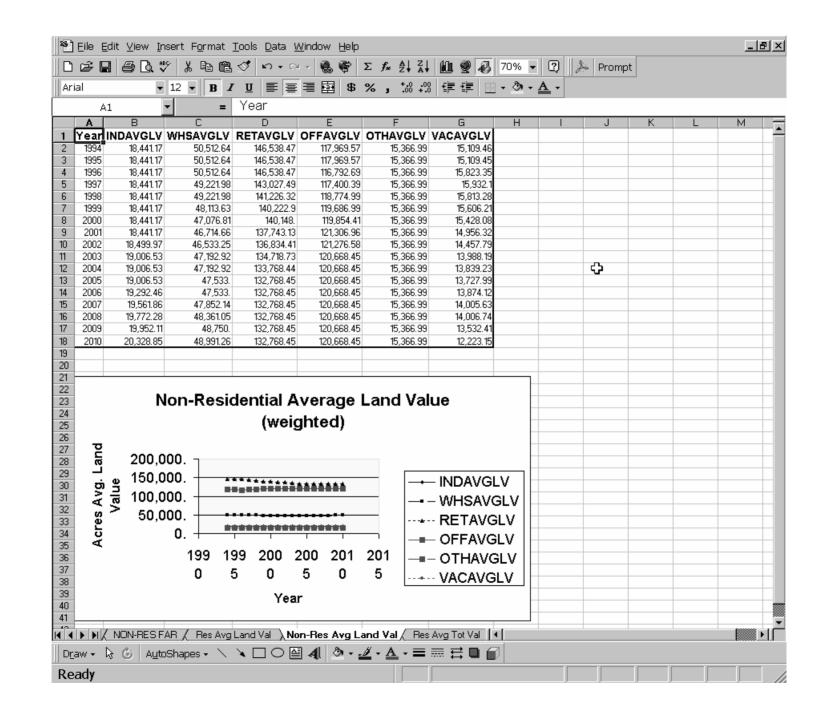


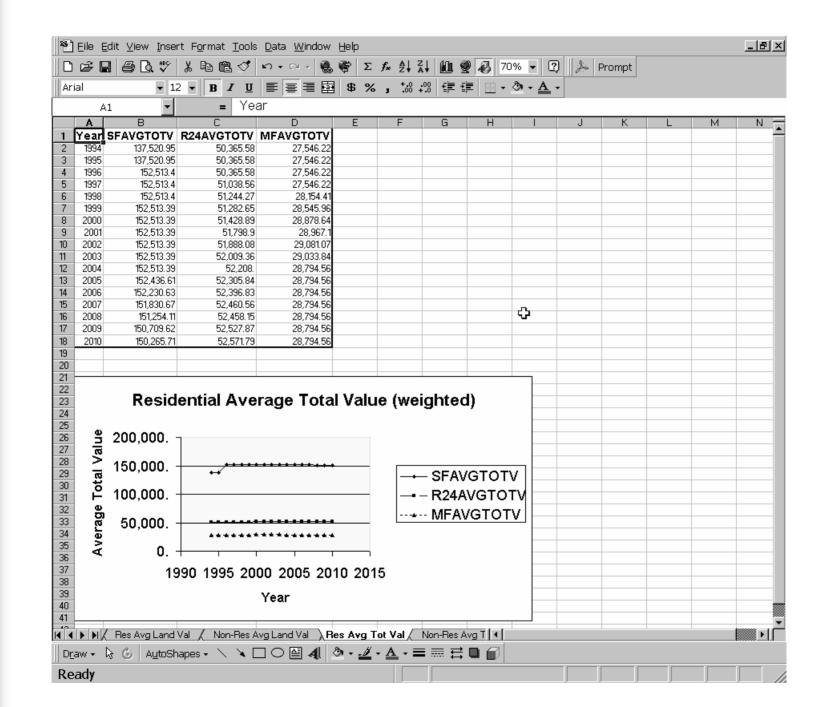




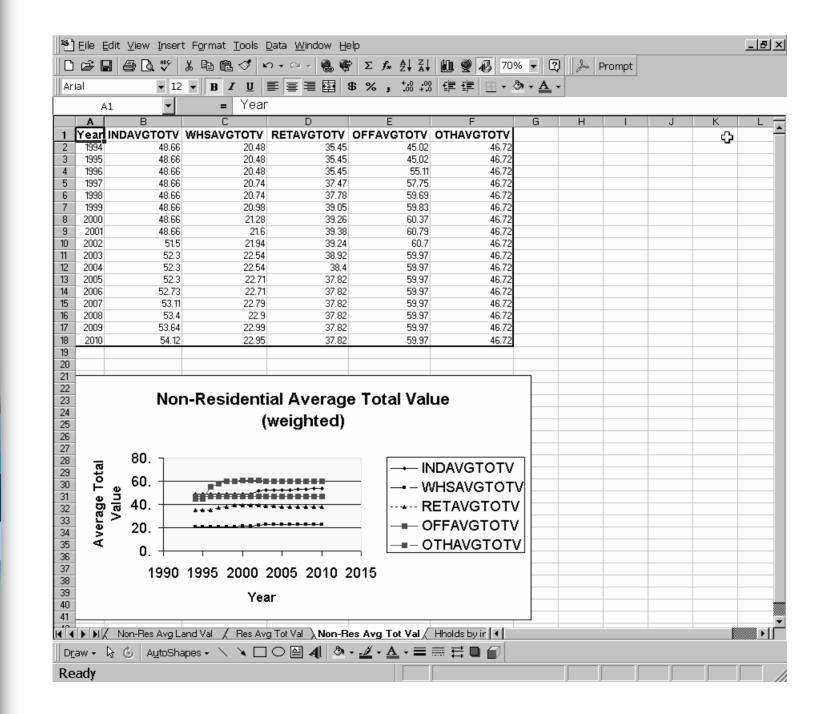


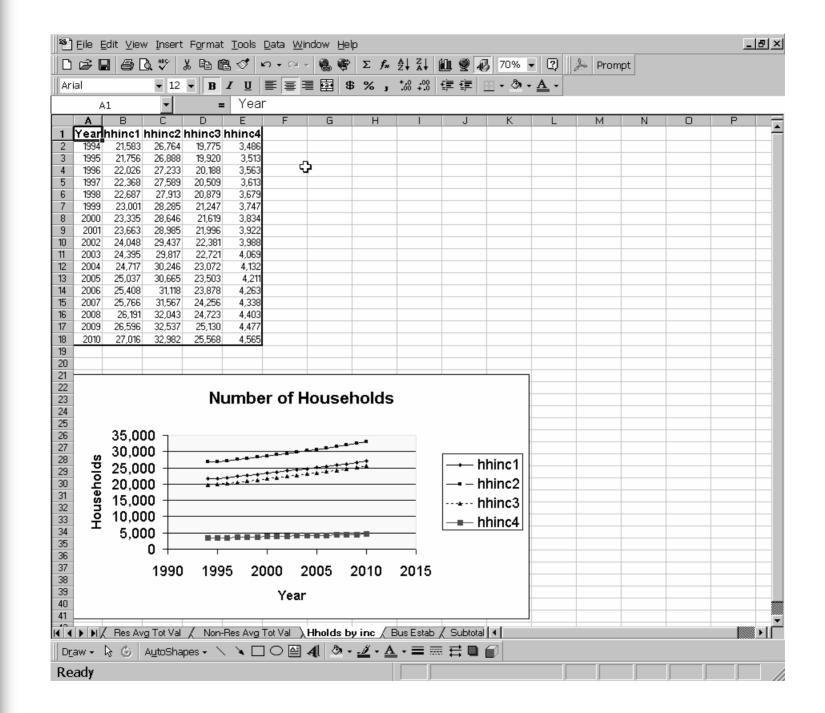


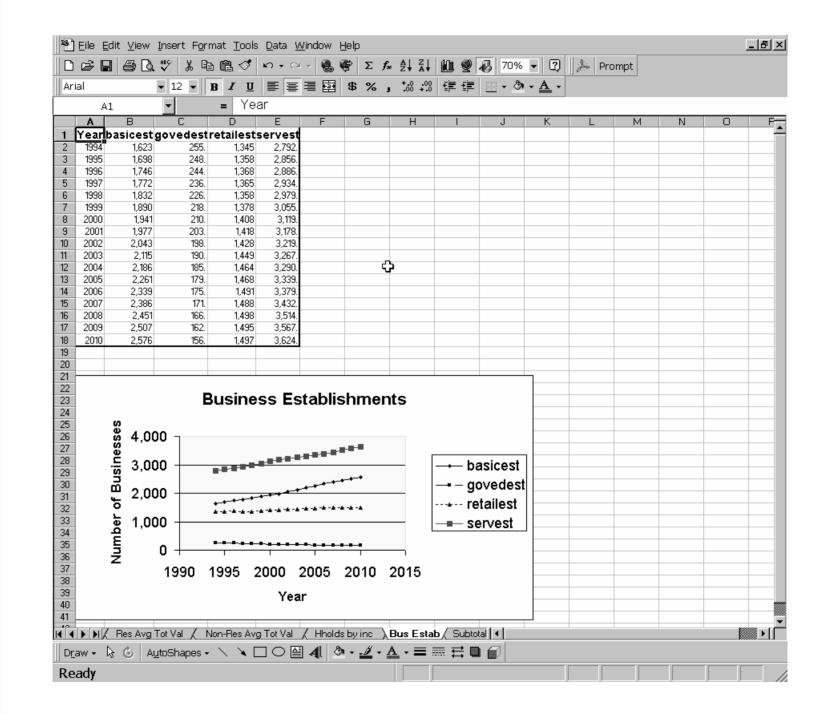














Status

- Beta Version of UrbanSim Completed
- Licensed as 'Free Software' Under GNU General Public License
 - Intended to Facilitate Collaborative
 Development
 - Intended to Prevent Proprietary Restriction
- Web Site Established for Information and Access: http://urbansim.org



Conclusions

- Prototype Model 1st Step in New Generation Land Use Model
- Cross-sectional Calibration Complete
 - Results Generally Promising
 - Some Areas Need Further Development
- Next Comes Longitudinal Calibration



Conclusions

- Remaining Issues for 2nd Gen Models:
 - Higher Level Travel Model Integration
 - State/Substate/Metropolitan Integration
- Software Rewrite as Production Code
 - Same as Commercial Software Process
 - Need Solid Foundation for Re-Use
- Need Substantial Testing and Careful Phasing into Policy Application