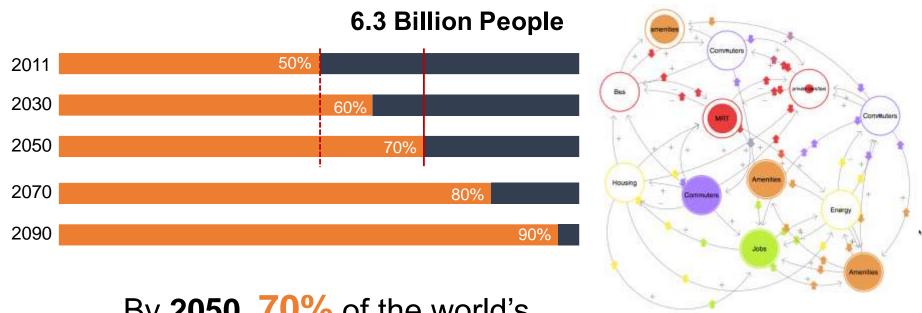
We need to understand the science of cities and human mobility.



By **2050**, **70%** of the world's population (~6.3 B) will be in cities.

Cities are Complex Systems!

HIGHLY INTERACTING. NONLINEAR. PRESENCE OF EMERGENCE.

PROGRAMMES

In collaboration with relevant government agencies and major industry players, the Urban Systems Initiative (USI) seeks to address real-life urban challenges by leveraging on our infocomm and engineering capabilities for big data, complexity and intelligence. The Initiative comprises of five integrated R&D programmes.









A*DAX

Multitudes of Data for insightful analytics



SENSE & SENSE-ABILITIES

Making sense of our living environment

COMPLEX SYSTEMS

Modelling the intricacies of the urbanizing world



URBAN LOGISTICS

Ensuring urban business continuity in an uncertain

INTEGRATED CITY PLANNING

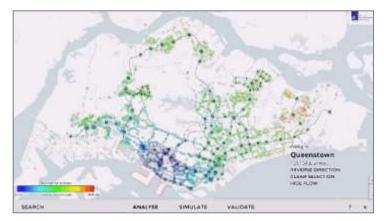
Enhancing the dynamics of an intelligent city

66

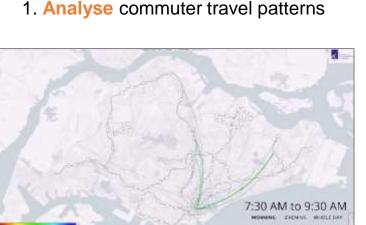
Our grand vision is to enable a City Dashboard with which government agencies, businesses and people are able to make informed decisions and respond to the dynamic conditions based on real-time sensing and data a -- the re

Programme Director

Good science allows accurate "what-if" scenario explorations.



1. Analyse commuter travel patterns



3. Validate model



2. Simulate traffic coupled with commuters



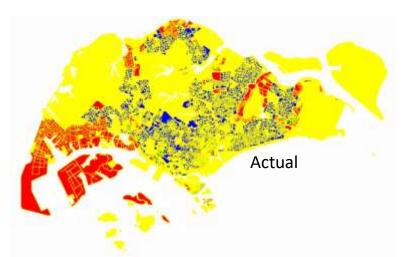
4. Evaluate scenarios

- Real time RTS/Bus full-day simulation with more than 2 million commuters.
- Developed multi-touch visualization for the simulation.
- Multi-awarded models + high impact publications + utilization by stakeholders.

Natural tendencies of people and cities can be modeled.



Emergence of Cities Monterola *et al* 2014-2018





Urban and wealth Mobility
Alis, Legara, Paguirigan, Monterola 2019



3

The whole is not only greater than, but very different from the sum of its individual parts.



The whole is not only greater than, but very different from the sum of its individual parts.

When studied as a whole, the "central parts" shift.

