# **ESD.86 Spatial Models**



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## Outline

#### ♦ Min, Max

Ratio of Urban Distance to Airplane Dist.

- Spatial Poisson Processes
- Facility Location



### Min, Max. Deriving a Joint PDF

Suppose  $X_1$  and  $X_2$  are i.i.d. uniformly distributed over [0, 1]. They could, for instance, be the locations of 2 police cars. We seek to derive the joint pdf of Y and Z, where

 $Y=Min(X_1, X_2)$   $Z=Max(X_1, X_2)$ That is, we seek  $f_{Y,Z}(y,z)dydz=P\{y<Y<y+dy,z<Z<z+dz\}$ 



#### Four Steps to Happiness

- 1. Define the random variables  $Y=Min(X_1, X_2)$  $Z=Max(X_1, X_2)$
- 2. Define the joint sample space: **Unit square** in positive quadrant
- 3. Identify the probability measure over the joint sample space: Uniform.
- 4. Work within the sample space to answer any questions of interest.





#### Work within the sample space



$$f_{Y,Z}(y,z) = \frac{\partial^2}{\partial y \partial z} F_{Y,Z}(y,z) = \frac{\partial}{\partial y} (2y) = 2, \ 0 \le y \le z \le 1$$

# Ratio of Manhattan to Euclidean Distance Metrics

# ◆ 1. Define R.V.'s » D<sub>1</sub> = |X<sub>1</sub> - X<sub>2</sub>| + |Y<sub>1</sub> - Y<sub>2</sub>| » D<sub>2</sub> = √(X<sub>1</sub> - X<sub>2</sub>)<sup>2</sup> + (Y<sub>1</sub> - Y<sub>2</sub>)<sup>2</sup> » Ratio = R = D<sub>1</sub> / D<sub>2</sub> Ψ = angle of directions of travel wrt straight line connecting (X<sub>1</sub>, Y<sub>1</sub>) & (X<sub>2</sub>, Y<sub>2</sub>)



Directions of Travel



**Directions of Travel** 



# $(\mathsf{R}|\Psi) = \cos \Psi + \sin \Psi = 2^{1/2} \cos(\Psi - \pi/4)$ 2. Identify Sample Space

 $\pi/2$ 

3. Probability Law over Sample Space: Invoke isotropy implying uniformity of angle



# 4. Find CDF

 F<sub>R</sub>(r) = P{R < r} = P{2<sup>1/2</sup> cos(Ψ-π/4) < r}</p>

 F<sub>R</sub>(r) = P{R < r} = P{cos(Ψ-π/4) < r/2<sup>1/2</sup>}







# And finally...

- After all the computing is done, we find: •  $F_R(r) = 1 - (4/\pi)\cos^{-1}(r/2^{1/2}), 1 < r < 2^{1/2}$
- $\bullet f_{R}(r) = d[F_{R}(r)]/dr = (4/\pi) \{1/(2 r^{2})^{1/2}\}$
- Median R = 1.306
   E[R] = 4/ π = 1.273
   σ<sub>R</sub>/E[R] = 0.098, implies very robust

#### Spatial Poisson Processes



Courtesy of Andy Long. Used with permission.

# **Spatial Poisson Processes**

- Entities distributed in space (Examples?)
   Follow postulates of the (time) Poisson process
  - $\lambda dt$  = Probability of a Poisson event in dt
  - History not relevant
  - What happens in disjoint time intervals is independent, one from the other
  - The probability of a two or more Possion events in dt is second order in dt and can be ignored

Let's fill in the spatial analogue.....

Set S has area A(S). Poisson intensity is  $\gamma$ Poisson entities/(unit area). X(S) is a random variable X(S) = number of Poisson entities in S

$$P\{X(S) = k\} = \frac{(\gamma A(S))^k}{k!} e^{-\gamma A(S)}, \ k = 0, 1, 2, \dots$$

S

#### **Nearest Neighbors: Euclidean**

Define  $D_2$  = distance from a random point to nearest Poisson entity Want to derive  $f_{D_2}(r)$ . Happiness:  $F_{D_2}(r) \equiv P\{D_2 \le r\} = 1 - P\{D_2 > r\}$  $F_{D_2}(r) = 1 - \Pr{ob}\{\text{no Poisson entities in circle of radius } r\}$  $F_{D_2}(r) = 1 - e^{-\gamma \pi r^2}$   $r \ge 0$ 

$$f_{D_2}(r) = \frac{d}{dr} F_{D_2}(r) = 2r\gamma \pi e^{-\gamma \pi r^2} \quad r \ge 1$$

Rayleigh pdf with parameter  $\sqrt{2\gamma\pi}$ 

#### **Nearest Neighbors: Euclidean**

Define  $D_2$ = distance from a random point to nearest Poisson entity Want to derive  $f_{D_2}(r)$ .

Random

Point

$$E[D_2] = (1/2) \sqrt{\frac{1}{\gamma}} \quad "Square Root Law"$$
$$\sigma_{D_2}^2 = (2 - \pi/2) \frac{1}{2\pi\gamma}$$

$$f_{D_2}(r) = \frac{d}{dr} F_{D_2}(r) = 2r\gamma \pi e^{-\gamma \pi r^2} \quad r \ge$$

Rayleigh pdf with parameter  $\sqrt{2\gamma\pi}$ 

#### **Nearest Neighbor: Taxi Metric**

 $F_{D_1}(r) \equiv P\{D_1 \le r\}$  $F_{D_1}(r) = 1 - \Pr\{\text{no Poisson entities in diamond}\}$ 

# What Have We Learned?

- Within a spatial context, how to use the Four Steps to Happiness to derive joint distributions
- Within a spatial context, how to derive a difficult distribution involving geometry
- Spatial Poisson Processes, with nearest neighbor applications

