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Hierarchy of Urban Areas based on Population

- Unincorporated- once urban areas but small today- normally found in Western part of U.S., also exist in fringes of suburbs

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City Types

- Colonial Cities
- Fall Line Cities
- Medieval Cities
- Gateway Cities
- Entrepot
- Megacity
- Shock City

1. Colonial Cities

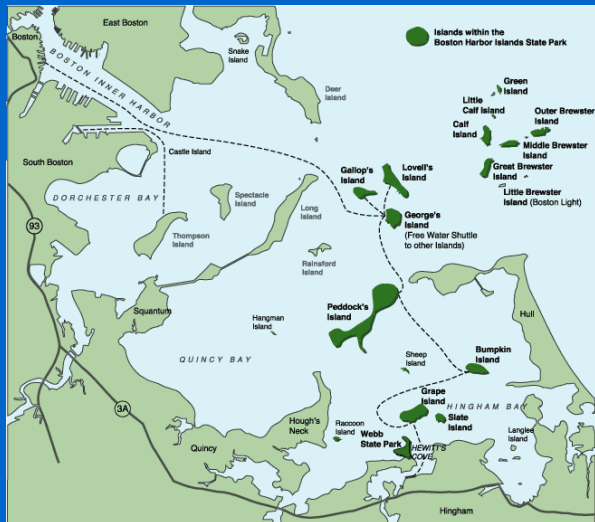


Victoria Memorial
In Kolkata, India

- * Cities with origins of colonial trade or administration
- * Newly independent countries have renamed the place-names to reflect local culture and history
- * Mumbai, Chennai and Kolkata used to be Bombay, Madras, and Calcutta
- * Larger colonial-era cities in the US and Canada were most often port locations

2. Fall Line Cities

- Fall-line describes the furthest upstream on a river you can navigate.



Richmond, VA is at the fall line of the James River.

3. Medieval Cities

Urban centers that predate European Renaissance,
roughly 1400 C.E.

Paris, France

London, England

Rome, Italy

Cologne, Germany

Istanbul, Turkey

Samarkand, Uzbekistan

Kyoto, Japan

Beijing, China

4. Gateway Cities



- Places where immigrants make their way into countries
 - New York
 - Miami
 - Toronto
 - Vancouver
 - Rotterdam
 - Hamburg

5. Entrepot



- A port city where goods are shipped in at one price and shipped out to other port locations at a higher price, resulting in profitable trade.
- No duties on the products
- Singapore

6. Megacity



- Metropolitan area with more than 10 million people.

Rank	City	Population (Millions)
1	Tokyo	35.7
2	New York	19
3	Mexico City	19
4	Mumbai	19
5	Sao Paulo	18.8
6	Delhi	15.9
7	Shanghai	15



7. Shock City

- Urban place experiencing infrastructural challenges related to massive and rapid urbanization (usually environmental, like Chicago and Cleveland experienced)



Green Belts

- A ring of land maintained as parks, agriculture, or other types of open space to limit the sprawl of an urban area.



The Rank Size Rule

Zipfs Rank Size Rule

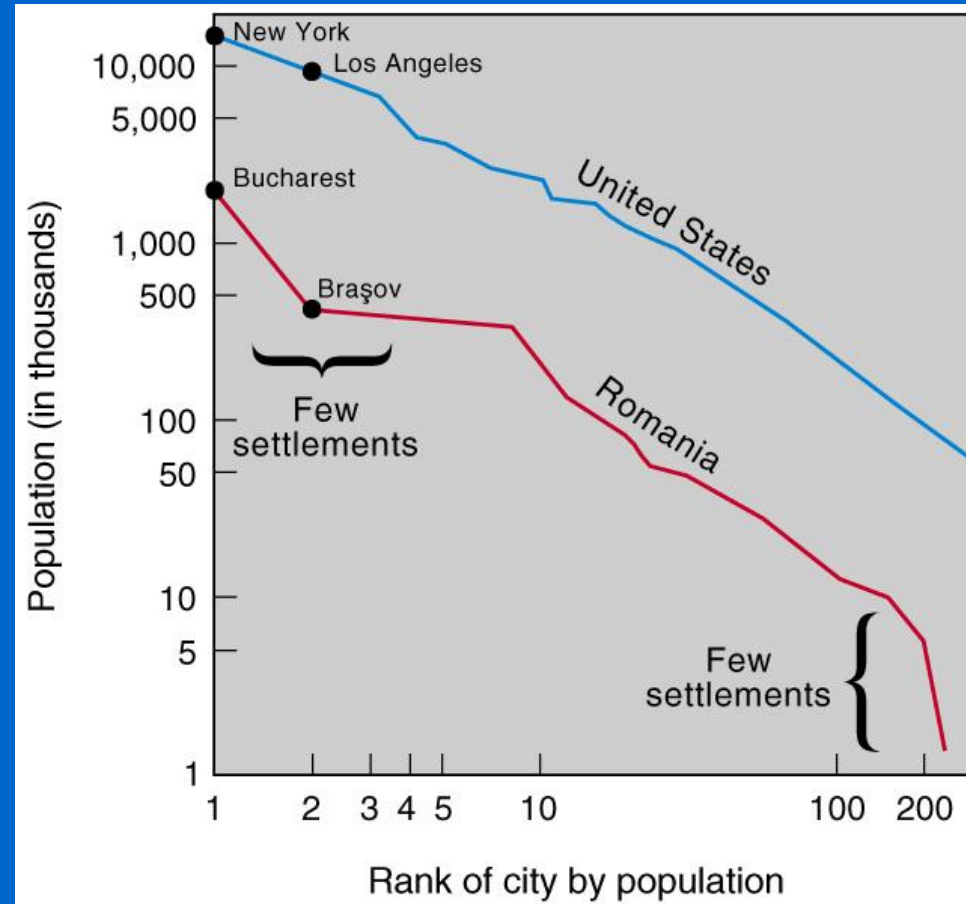
“If all the settlements of a country are ranked according to population size, the sizes of settlements will be inversely proportional to their rank”

OR

The n th settlement will be $1/n$ the population of the largest settlement

Rank-Size Rule

Rank-Size Rule: n th-largest settlement is $1/n$ the population of the largest settlement. In other words, 2nd largest is $1/2$ the size of largest. Works best in most developed countries that have full distribution of services.



Germany - Does this fit the Rank Size Rule?

ACTUAL POPULATION

- 1 Berlin 3 390 000
- 2 Hamburg 1 700 000
- 3 München 1 300 000
- 4 Köln 965 000
- 5 Frankfurt 640 000
- 6 Essen 590 000
- 7 Dortmund 589 000
- 8 Stuttgart 587 000

RANK SIZE RULE EXPECTATIONS

- 1 Berlin 3 390 000
- 2 Hamburg 1 195 000
- 3 München 1 130 000
- 4 Köln 847 500
- 5 Frankfurt 678 000
- 6 Essen 565 000
- 7 Dortmund 484 000
- 8 Stuttgart 424 000



Why is Germany a better fit?



Clue - think about its political set up
Germany is made up of Federal
States rather like the United States

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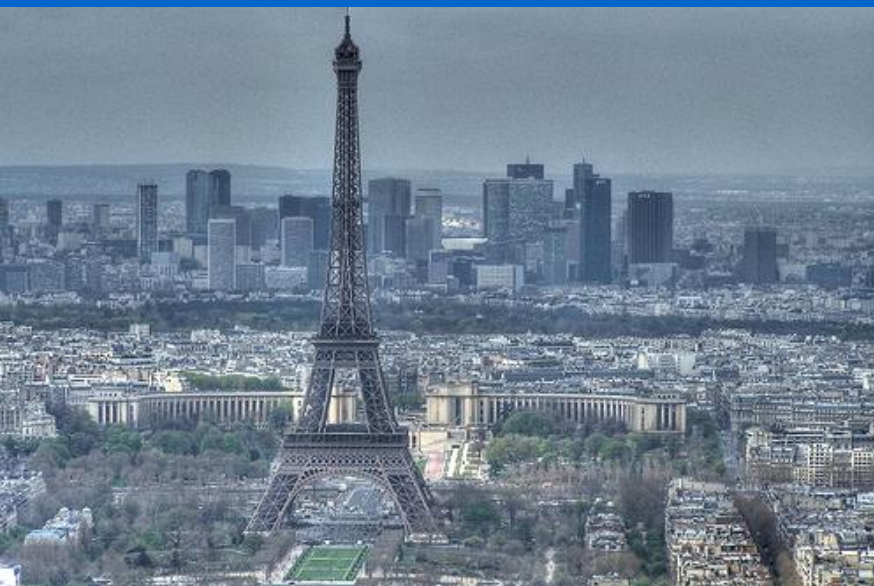
Because.....

- Germany is run on a Federal system of Regions, each with their own capital city
- This means each city has developed high order services of their own, instead of centralising them on one capital city such as London.
- Germany also used to be split in two, with 2 capitals Berlin in the East and Bonn in the West.

Primate City Rule

Largest settlement in a country has more than twice the number as the second ranking city. These cities tend to represent the perceived culture of the country.

Largest City	Population	Second-largest City	Population
Paris	9 million	Marseille	2 million
London	9 million	Birmingham	2 million



Peru - Primate City?

- ACTUAL POPULATION SIZE

- 1 Lima 7 000 000
- 2 Arequipa 700 100
- 3 Trujillo 600 000
- 4 Chiclayo 470 000
- 5 Iquitos 335 000
- 6 Piura 310 000
- 7 Huancayo 305 000
- 8 Chimbote 300 000



Bid-Rent Theory

- geographical economic theory that refers to how the price and demand on real estate changes as the distance towards the Central Business District (CBD) increases.





Peak Land Value Intersection

- The most accessible and costly parcel of land in the central business district and, therefore, in the entire urbanized area.





Economic Base

- the manufacturing and service activities performed by the basic sector; functions of a city to satisfy demands, earning income to support the urban population

