

Modeling Crime Routines

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Mathematical Modeling of Criminality

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The challenge: Crime modeling not as easy as you might guess

- ◆ Difficult to predict which **individuals** will commit crime
- ◆ Predicting backwards works better
- ◆ Prediction of individuals has not improved in 60 years
- ◆ Many tricks to make prediction of individuals look better than it is

To arrive at the solution . . .

Model CRIME,

not CRIMINALS

“Transform a problem into one you can solve.” --Richard P. Feynman

Also ask yourselves

- ◆ Can math knowledge help at all to model crime?
 - Data problems -learn more about systematic errors than random errors
 - Thinking clearly about crime is hard
 - Advanced math or technical skills no guarantee
 - Mathematical intellect and experience might be more important!

Goals of this talk

- To present five fallacies about crime
- To offer lessons to help modelers
- To state some crime foraging principles
- To offer some rudimentary modeling ideas

A. Five fallacies about crime

1. Dramatic Fallacy
2. Cops-and-Robbers Fallacy
3. Not-Me Fallacy
4. Ingenuity Fallacy
5. Agenda Fallacy

1. The Dramatic Fallacy

- ◆ Emphasizing crimes that are most *publicized*, on television
- ◆ While neglecting ordinary crimes
 - Ordinary thefts
 - Getting drunk
 - Making noise, Minor fights
 - Major fights come from minor quarrels

CRIME IS ORDINARY

2. The Cops-and-Robbers Fallacy

- ◆ Overstating the justice system's power over crime
 - Police discover few crimes in the act
 - Most discovered crimes not processed
 - If it goes to court, few bench trials, like on television

CRIME IS ORDINARY

3. The Not-Me Fallacy

- ◆ I'm too good to become a criminal
 - Offenders are from a different population than I am
 - Cowboy movies, bad guys wear black hats, ride black horses
- ◆ Offenders and victims from diff. populations?

CRIME IS ORDINARY

4. The Ingenuity Fallacy

Overrating the skill required to do a crime

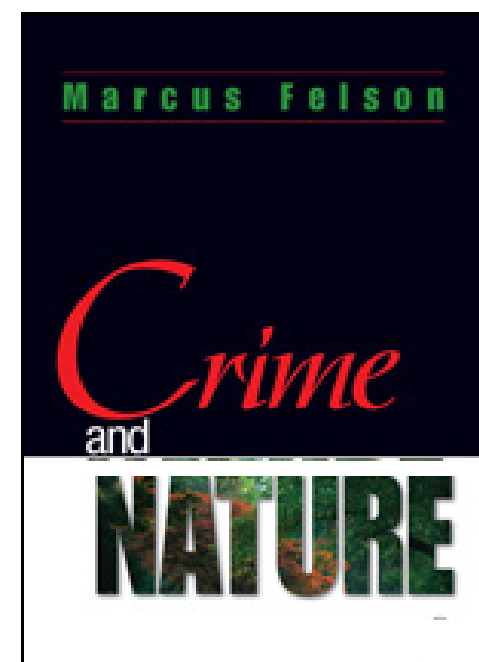
- He must have been a professional burglar. We hid the money in the cookie jar.
- You were tricked by two 15-year-olds who aren't that smart
- But offenders aren't stupid, either

CRIME IS ORDINARY

5. The Agenda Fallacy

- ◆ Linking to your favorite religion or political agenda
- ◆ “Send us money. Crime will go down”
- ◆ Hard to rehabilitate OR punish efficiently
- ◆ Labor is expensive

Tangible features of crime assist modeling



**Sage Publications
2006**

SNEAKY

Crime often predictable

- ◆ Dramatic difference in crime probability from hour to hour
- ◆ Crimes are highly predictable from the routine activities of everyday life
 - Where people are
 - What they are doing
 - Their noncrime activities

Divide activities into three groups

- ◆ Crime feeds off legal activities
- ◆ Crime feeds off marginal activities
- ◆ Crime feeds off other crime
- ◆ Residential burglary while people at work
- ◆ Prostitutes working with robbers and thieves
- ◆ Robbing drug dealers, street prostitutes

Disaggregate before modeling crime

- ◆ Avoid lumping all crime, all auto theft
- ◆ Several types of auto theft, with different modus operandi, time patterns, offender patterns, etc.
 - Joyriding
 - For transportation
 - Stealing contents
 - For another felony
 - Parts chopping
 - One or two parts
 - For export

Exception – certain crime settings

- ◆ Some settings invite many different types of crime
- ◆ But don't get stuck with large neighborhoods or urban areas
- ◆ Major differences from address to address, half block to half block

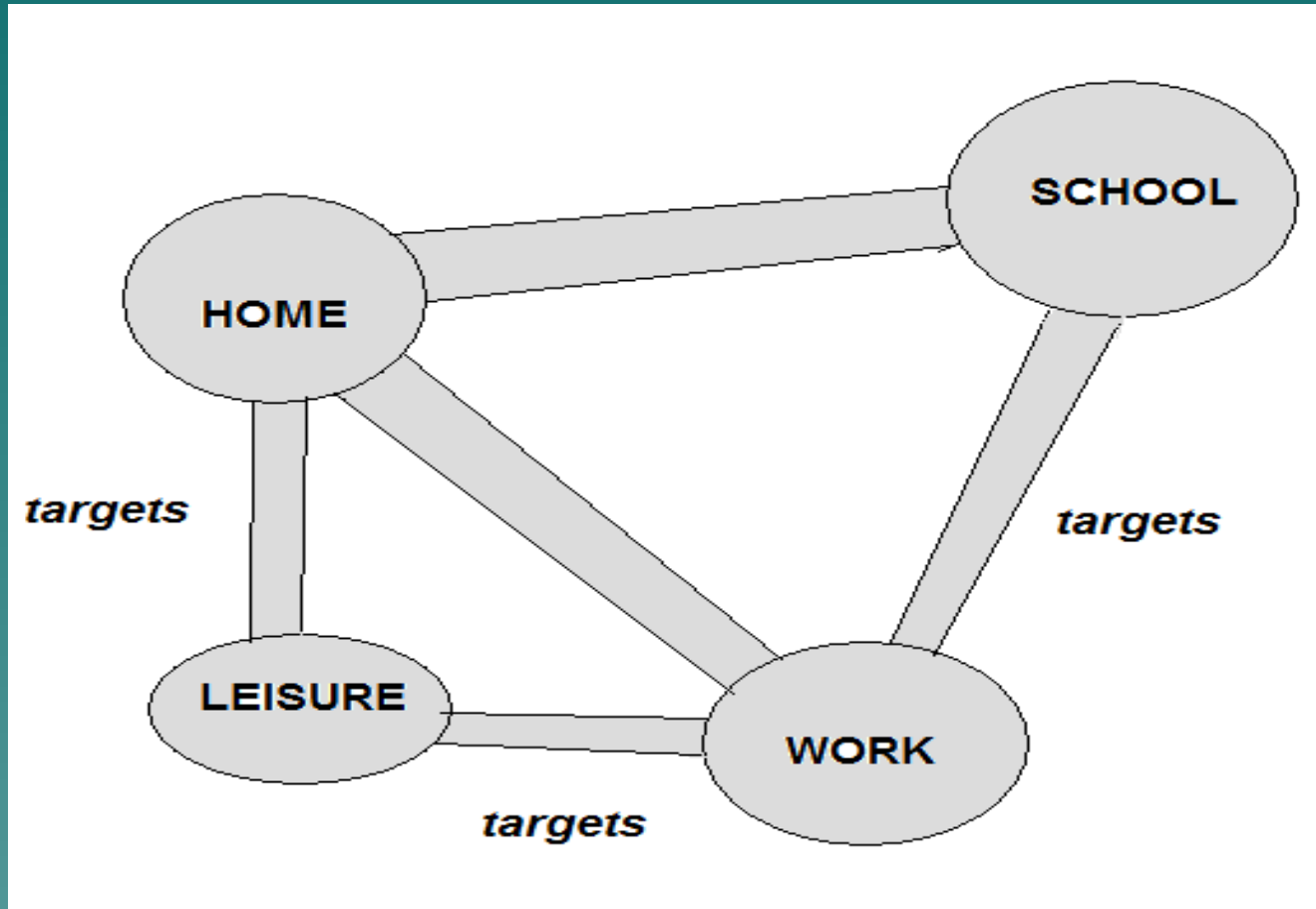
Consider

- ◆ Who, what, when, where how
 - ◆ Specific modus operandi
 - ◆ Map the offender's journey to crime
 - ◆ Map the journey after crime
 - ◆ Map victim journey
 - ◆ Look at larger set of routine activities
- ◆ Examples
 - ◆ *Burglars on foot*
 - ◆ *Burglars in cars*
 - ◆ *Robbers on motos*
 - ◆ *Serial killers*
 - ◆ *Drunk offenders*
 - ◆ *Drunk victims*

The Crime Triangle



Offender's awareness space (Brantinghams)



Some rules of crime foraging

Optimal Foraging Theory works remarkably well for crime

Illicit Gains

Foraging Ratio =

**Search Time +
Handling Time**

Most offenders are relative generalists

- ◆ Don't do every time of crime
- ◆ But still do a fair variety of rather different offenses
- ◆ Irony – offenders are generalists; but crimes are specific

Foraging is complicated by other activities

- ◆ Offenders are themselves stalked by other offenders
- ◆ Offenders have to fit crime into school, work, and social obligations
- ◆ Avoid guardians, as well as police
- ◆ So you can start with simpler models, then complicate

Foraging takes advantage of other activities

- ◆ Many offenders take advantage of sex and social activities of others
- ◆ People out drinking, then mugged
- ◆ Girl meets boy, but not always safe; Homosexuals vulnerable to attacks
- ◆ A lot of crime related to sex and drinking by victim
- ◆ BUT overlap of offending and victim populations

Overcoming foraging limitations

- ◆ Basic rule – never steal something you can't carry
- ◆ Never hit anybody stronger than you
- ◆ But you might have some buddies to help carry, or a car
- ◆ Or friends to help you attack somebody bigger than you.

Some primitive math models

I like arithmetic

Model 1 – One crime leads to another

- ◆ Divide crime into its prelude, incident, and aftermath
- ◆ The aftermath of one crime is the prelude to thenext
- ◆ The aftermath of burglary is the prelude to selling stolen goods
- ◆ Problem: What is the crime multiplier for a single burglary?

Model 1 sequence

1. A burglary occurs, property taken
2. A burglar sells some of the loot
3. To someone who knowingly buys stolen goods
4. Who re-sells these stolen goods to somebody who does not know they are stolen

Model 1 assumptions

- ◆ The probability that a burglar will take non-cash goods is 0.58 (see Ronald V. Clarke, Hot Products)
- ◆ The probability that stolen non-cash goods are fenced is about 0.7 (See Mike Sutton's work)
- ◆ Probability that fenced goods are resold = 0.9 (source: My brother in law)

The Accounting

Initial burglaries	1,000	
Subtract cash burglaries		<u>-580</u>
Non-cash burglaries		420
First sale of stolen goods	406	
First purchase of stolen goods	406	
Resale of stolen goods	365	
Total crimes generated	2,177	

CRIME MULTIPLIER = 2.177

Model 2 – Property crime & drug abuse

Some of us think that property crime drives drug abuse more than the other way around.

Model 2 Divide up drug abusers

- ◆ Group A totally compulsive with a daily habit ◆ 0.30
- ◆ Group B half compulsive users, every other day habit ◆ 0.40
- ◆ Group C discretionary users ◆ 0.30

1,000 abusers =

300 compulsive + 400 half-compulsive
+ 300 discretionary users

Model 2 Assumptions

Figure out probable daily property-crime take, e.g. \$50 each. Figure out average cost of habit, e.g. \$100 a day. Figure out difficulty for c property crime

2 - When crimes are *easy* to do:

Group A: 300 abusers X 2 thefts per day = **600** daily prop. crimes

Group B: 400 abusers X 1 theft per day = **400** daily prop. crimes

Group C: 300 abusers X 0.7 thefts per day = **210** daily prop. crimes

TOTAL DAILY THEFTS: 1,210

2 - When crimes are *more difficult* to do

Group A: 300×2 thefts per day = **600** daily property crimes

Group B: 400×0.7 thefts per day = **280** daily property crimes

Group C: 300×0.3 thefts per day = **90** daily property crimes

TOTAL DAILY CRIMES: 970

CRIMES REDUCED: 240; REDUCTION: 20%

Model 3 Street prostitution multipliers

- ◆ Prostitution illegal in US
- ◆ But often de-facto legal
- ◆ Prostitution more illegal in Europe than you realize
- ◆ Street prostitution
- ◆ Ancillary crimes and multipliers
- ◆ Empirical question – convergence of nations

Model 3 – Street Prostitution and Robbery

Assume

1,000 street solicitations by prostitutes – definition?

1,000 street solicitations by johns

(note double counting)

300 acts of prostitution by prostitutes **

300 acts of prostitution by johns**

12 robberies of prostitutes by johns

5 robberies of johns by prostitutes (direct)

7 robbery setups (indirect prostitute involvement)

8 unlinked robberies taking advantage of nightlife

** Depends on nation, enforcement

MULTIPLIER OF 1,000 SOLICITATIONS

US 2.632 ? Def

Netherlands 2.032 ?

Model 4. Consequences of an Easy-Needle Policy

- ◆ Vancouver's easy-needle policy includes:
 - ◆ Needle exchange.
 - ◆ Nurse-administered illicit drugs on skid-row
 - ◆ Cheap needles purchased in pharmacies easily, cheaply, and legally.

Model 4: Explained

In other words, this year's drug abuse population is augmented by three components and depleted by three other components.

Augmenting the drug-abuse population:

Last year's surviving local drug abuse population,

New local abusers, and

In-migration of abusers to the local area from elsewhere.

Depleting the drug-abuse population:

Deaths of local drug abusers,

Desistence of local drug abusers, and

Model 4 – cheap needles?

- ◆ Cheap needles make it easy to become a *new* intravenous drug abuser.
- ◆ An easy-needle policy makes it easy to *remain* a drug abuser, and attracts drug abusers from elsewhere.
- ◆ Even if an easy-needle program *reduces* the case infection *rate* for AIDS, that benefit can be offset if it *increases the size* of the drug-abuse population.
- ◆ Hence the program can be self-defeating, making drug abuse safer in any given instance but more extensive in the local population.

Model 4 - Disaggregate

Disaggregate the local drug abuse population:

continuing abusers,
new abusers,
desisters,
deaths,
in-migrating abusers, and
out-migrating abusers.

Model 4 Equation

T_t = Total drug abuse population in year t

N_t = New local drug abuse population in year t

M_t = Deaths of local drug abuse population in year t

D_t = Desisting local drug abuse population in year t

I_t = In-migration of drug abusers to local area in year t

O_t = Out-migration of drug abusers from local area, year t

$$T_t = T_{t-1} + N_t - M_t - D_t + I_t - O_t$$

Rearranging,

$$T_t = (T_{t-1} + N_t + I_t) - (M_t + D_t + O_t)$$

this year's drug abuse population is augmented

- ◆ by three components and depleted by three other components.
 - ◆ Augmenting the drug–abuse population:
 - Last year's surviving local drug abuse population,
 - New local abusers, and
 - In–migration of abusers to the local area from elsewhere.
 - ◆ Depleting the drug–abuse population:
 - Deaths of local drug abusers,
 - Desistence of local drug abusers, and
 - Out–migration of local drug abusers.
- Of course, a negative sign on the depletion components turns them into augmenting variables.

Basic Equation

$$(a) T_t = T_{t-1} + N_t - M_t - D_t + I_t - O_t$$

Rearranging,

$$(b) T_t = (T_{t-1} + N_t + I_t) - (M_t + D_t + O_t)$$

Even if an easy-needle policy does short-term good

for current local drug abusers,
other components of drug abuse can worsen

- ◆ Local non-abusers become abusers (N_t)
- ◆ In-migration of drug abusers (I_t)
- ◆ Less desistance of local drug abuse (D_t)
- ◆ Reduced out-migration of abusers (O_t)

Model 5. The Social Spread of Drug Abuse

Illicit drugs are locally procured via five routes:

3. Drugs offered free by friends;
4. Drugs procured by friends, sharing the cost but not the procurement;
5. Drugs bought from familiar people in familiar settings;
6. Drugs bought from relative strangers in public places; and
7. Buy from relative strangers in unfamiliar private settings.

Model 5 Illicit drugs trickle

Assume that all drugs procured via route #1, #2, and #3 were originally procured via either route #4 or #5.

That is, even those drugs procured *directly* from familiar persons and settings were *originally* obtained from relative strangers, before transfer to final users. Thus

$$(D1 + D2 + D3) = K (D4 + D5), \text{ where } 0 < K < 1$$

Model 5 Assume

$D1 / D_{total} = 0.35$ (of all drug sales)

$D2 / D_{total} = 0.35$

$D3 / D_{total} = 0.15$

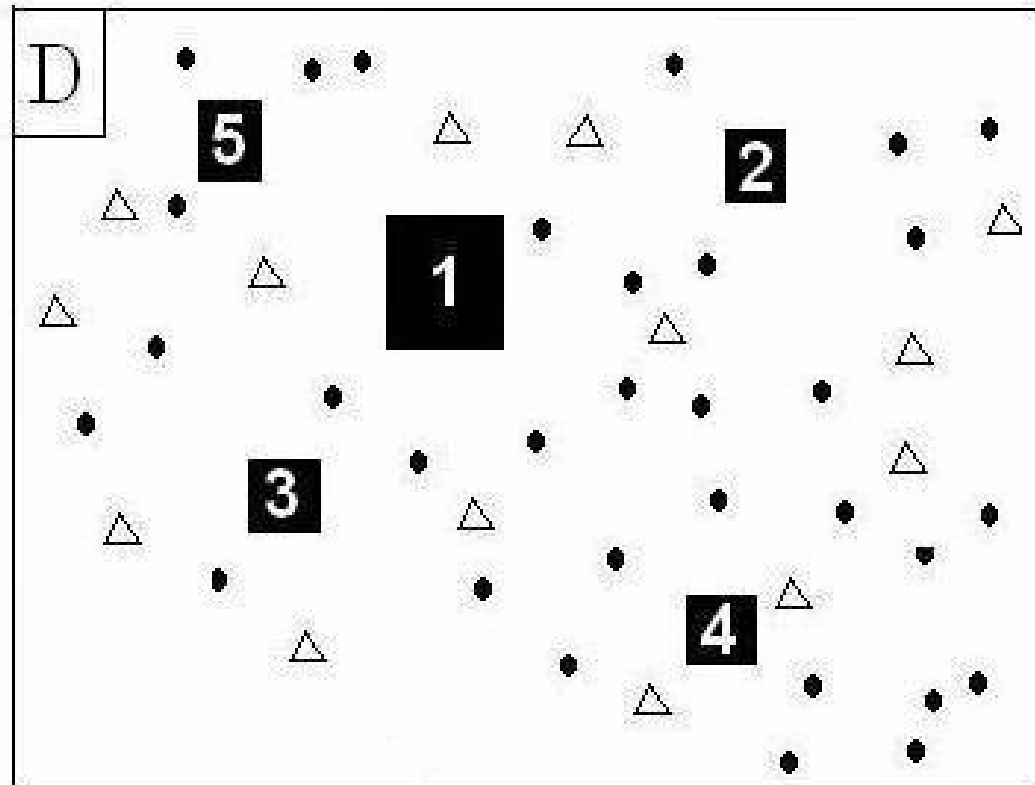
$D4 / D_{total} = 0.10$

$D5 / D_{total} = 0.05$ Total 1.00

6 Problem: How did this happen?

Note five open-air drug markets of varying sizes

They grew outwards, producing a thick crime habitat

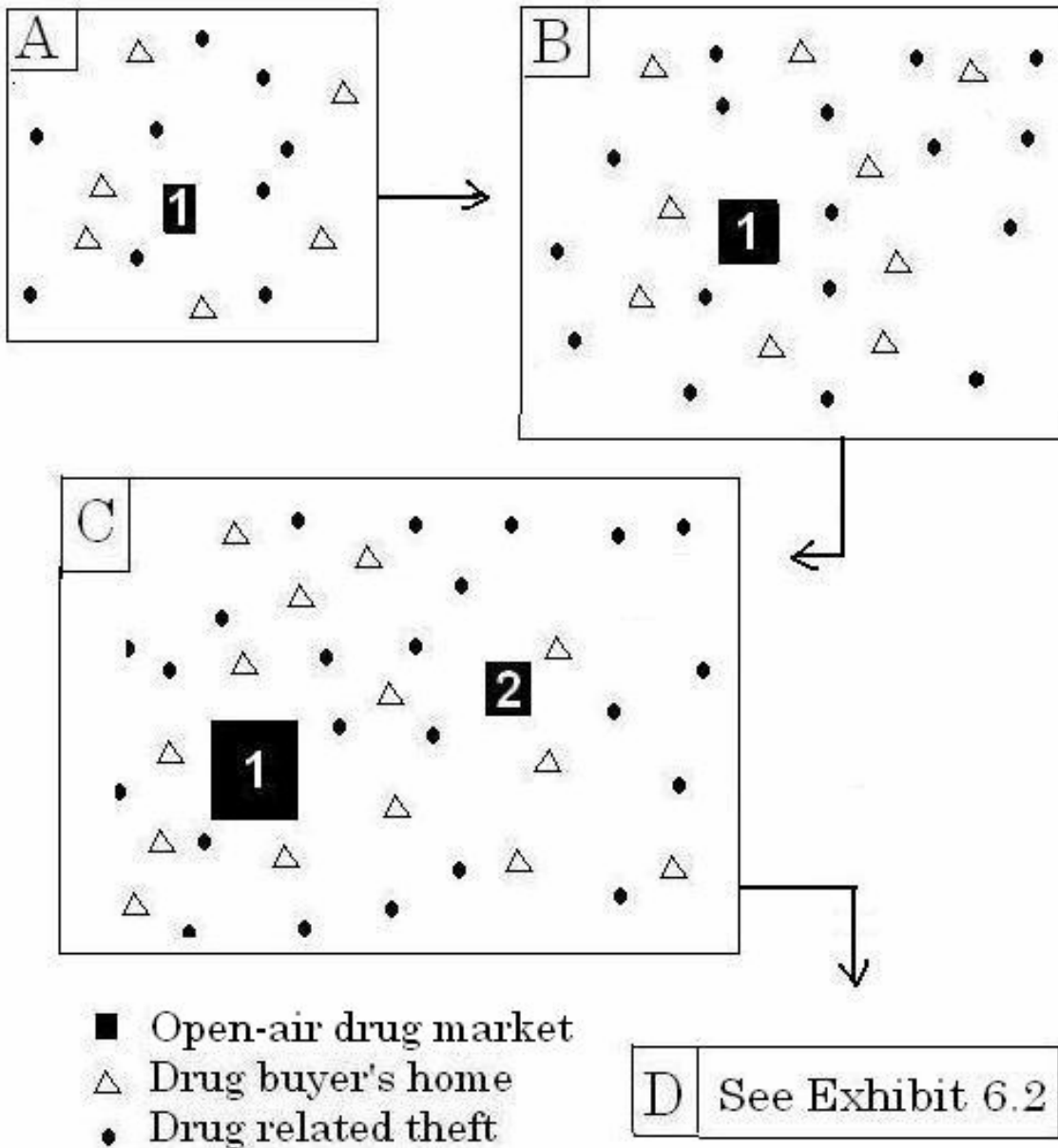


- 2** Open-air drug market
- △ Drug buyer's home
- Drug related theft

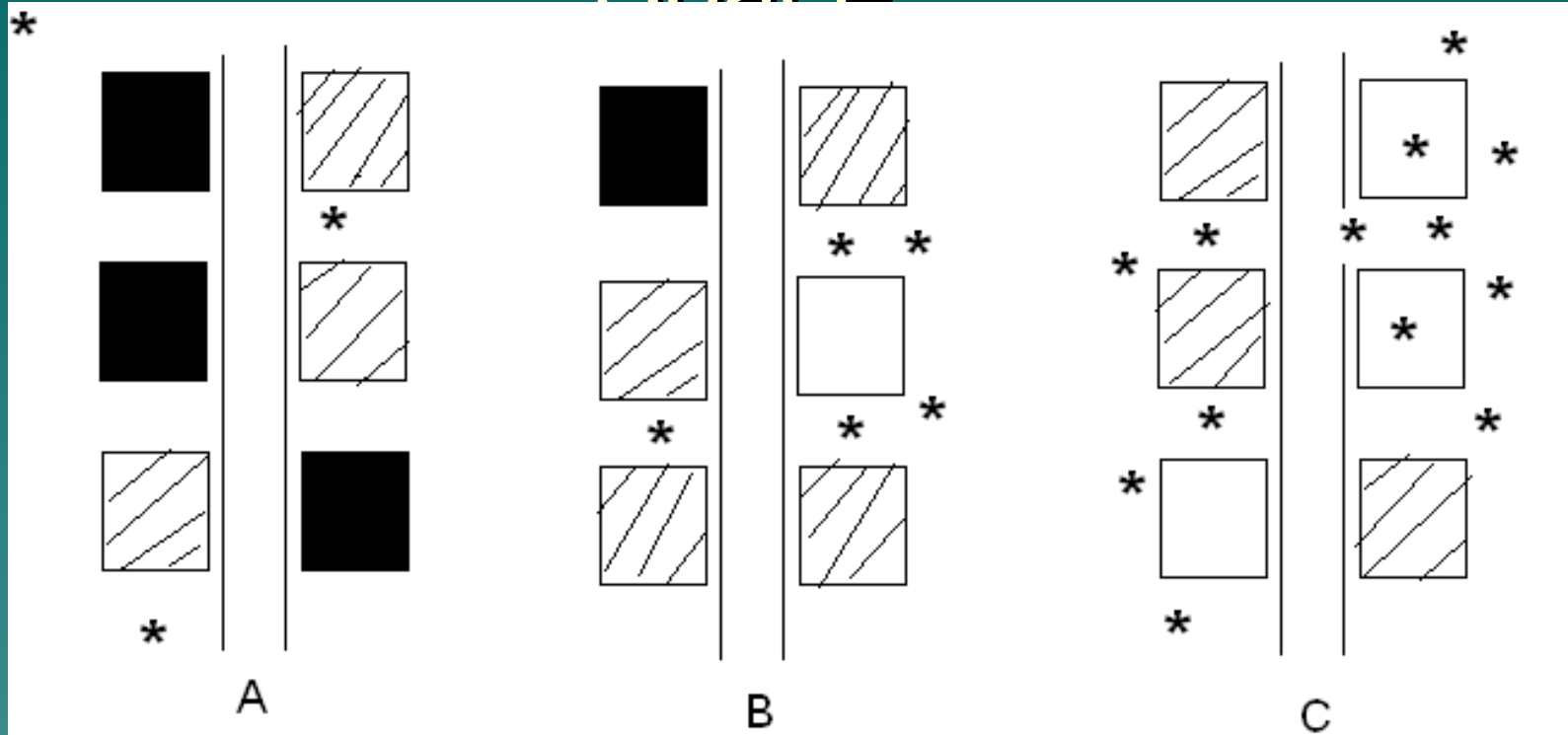
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Fractal-like spread of drug markets

George Rengert's ideas, my version



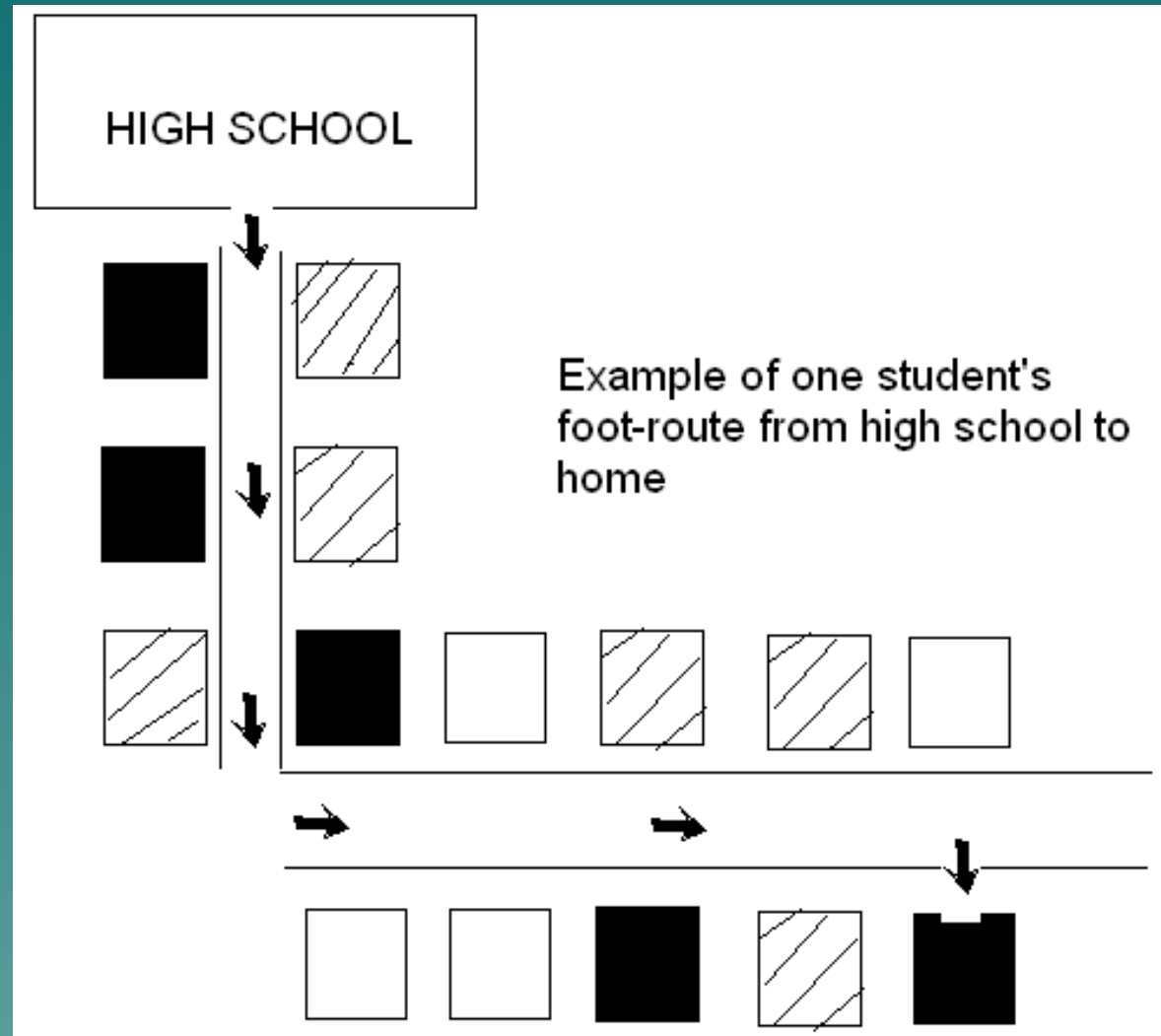
Model 7: Abandoning & Supervising Space



- occupied full time
- ▨ occupied half-time
- abandoned
- || street
- * danger areas

One abandonment encourages another, and all encourage crime

7 Apply to trip home from school



7 Occupancy, supervision assumptions

- ◆ State rules by which these three types of occupancy produce supervision of space.
 - Derive from C.Ray Jeffery and the Brantinghams' work,
 - Use isovists.
- ◆ Apply those rules to six houses in a row, three on each side of a street segment.
- ◆ Calculate increment in unsupervised space resulting from degrees of abandonment.

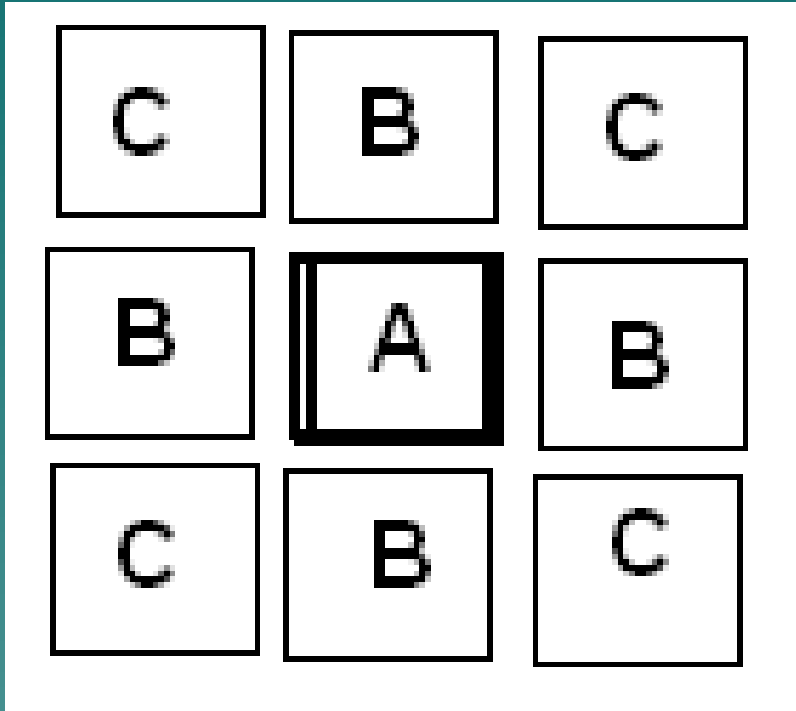
7 Abandonment and supervision

- ◆ State rules by which these three types of occupancy produce supervision of space.
 - Derive from C.Ray Jeffery and the Brantinghams' work,
 - Use isovists.
- ◆ Apply those rules to six houses in a row, three on each side of a street segment.
- ◆ Calculate increment in unsupervised space resulting from degrees of abandonment.

Model 8 How Gangs Spread over a City, Month to Month

- ◆ Rule 1. If a gang is present in an area in any given month, there's a 0.5 probability *another* gang will form in adjacent areas the next month, and 0.25 another gang will form in semi-adjacent areas, also the next month.
- ◆ Rule 2. Each month, a gang has a 10 percent chance of disappearing.

8 Gang spread



- ◆ A = first urban area where gang is formed
- ◆ B = areas adjacent to A, where another gang might form
- ◆ C = areas semi-adjacent to A, where another gang might form

8 Probable adjacent spread of new gangs,

neglecting chain reactions that go several steps

	Urban Areas		
Month	A	B	C
1	1.0	0	0
2	0.9	0.45	0.225
3	0.8	0.4	0.2
4	0.7	0.35	0.175
5	0.6	0.3	0.15

continued

I multiplied the probable initiation of a new gang in adjacent and semi-adjacent areas by the probable continuance of a gang in area A. But what about extensive chain reactions?

- (2) Gang formation in C areas should affect gang formation in B and A areas.
- (3) Gang formation in areas B and C should feed back upon gang continuance in area A

Gang activity should spread to adjacent areas *in a chain reaction*

- ◆ This should reflect *multiple interactions* among areas;
- ◆ The original Area A gang should *rebound* as new gangs form near it;
- ◆ Two forces should *compete*:
The natural deterioration of gangs over time, and
“extended chain–reaction gang growth” responding to
proximity of other gangs
- ◆ Gangs *seem to be present forever* because the waves keep spreading in one place when fading in another.
- ◆ Gang *hangouts* are an extra force that helps them persist.

Thanks to those who lasted

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MANY sources of information

- ◆ <http://popcenter.org>
- ◆ <http://crimeprevention.rutgers.edu>
- ◆ Search “Jill Dando Institute”
- ◆ Search “Home Office toolkits”
- ◆ Search “Opportunity Makes the Thief”