Figure 11-12. Descriptive Models of Urban Structure. The concentric ring model (A) suggests that rings of uses form around the central business district. The sector model (B) posits that uses follow transportation corridors. The multiple nuclei model (C) recognizes that uses form around several nodes. *Source:* Redrawn with permission from Chauncy D. Harris and Edward L. Ullman, "The Nature of Cities," in Harold M. Hays and Clyde F. Kohn (eds.), *Readings in Urban Geography,* University of Chicago Press, p. 281. Copyright © 1959 by the University of Chicago.

Figure 11-13. Urban Realms Model. The key element of the realms model is the emergence of large self-sufficient suburban sectors, each focused on a downtown independent of the traditional downtown and the central city. Popularly known to students as the pepperoni pizza model, this conceptualization may represent the culmination of the impact of the automobile on urban form.

Figure 11-16. Exploitive Model of Urban Structure. Three interdependent units of the city can be found from the center outward in this model: 1) the city of Death; 2) the city of Need; and 3) the city of Superfluity. Based on the exploitation experienced by the poor and working class, this model emphasizes the control over the city exerted by the wealthy. Source: Redrawn with permission from William Bunge. In "Detroit Humanly Viewed." Ronald Abler et al., eds., Human Geography in a Shrinking World, Duxbury Press, North Scituate, Mass., p. 153.

Figure 11-17. City of Death as Defined by Rat Bites in Detroit. The City of Death is an ever-declining slum, according to the exploitive model. One can use the frequency of rat bites to define the region, which provides a surrogate measure of the lower level of service and cultural opportunities available to the poor inner-city resident. Source: Redrawn with permission from William Bunge. In "Detroit Humanly Viewed." Ronald Abler et al., eds., Human Geography in a Shrinking World, Duxbury Press, North Scituate, Mass., p. 161.