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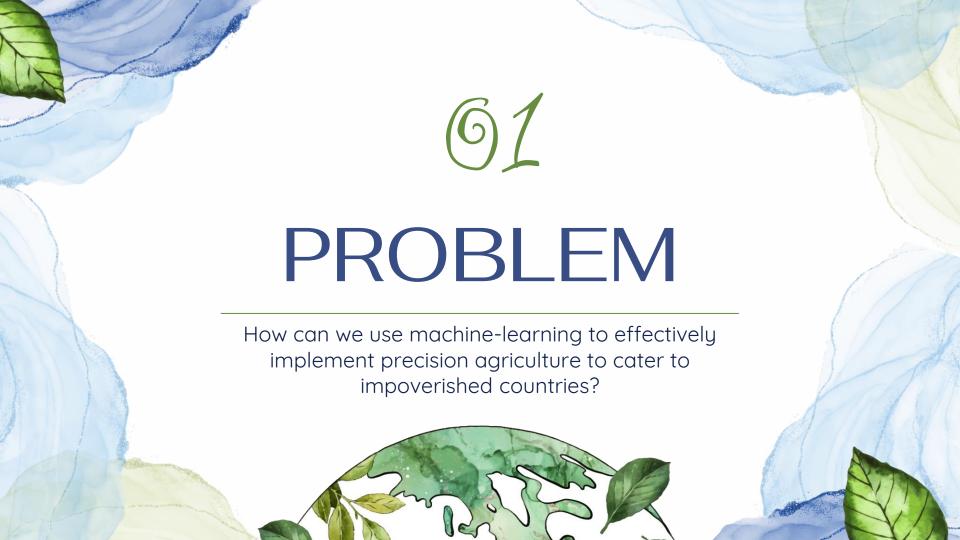
countries have alarming or serious levels of hunger

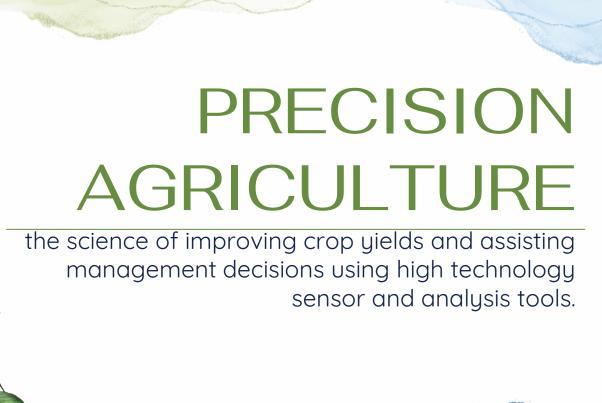
18

countries with moderate, serious, or alarming hunger levels have higher 2023 GHI scores than 2015

58

countries will fail to reach a low level of hunger by 2030





PROBLEM: "GRAND SCHEME"

There are a plethora of reasons that can cause humanitarian crises:

- War
- Political Corruption
- Poor Infrastructure
- Change in Environment
- Misinformation in Agric.

For this project we will focus on the last two.



WHY ARE THESE IMPORTANT?



AGRICULTURAL MISINFO.

Are they using their land to the fullest? Are they planting suitable crops? Are they using healthy land? Are they cultivating healthy vegetation?



ENVIRONMENTAL CHANGES

Are they accounting for seasonality? Change in soil composition? Global warming? Changes in arable land quantity?

WHAT WE ARE MEASURING?



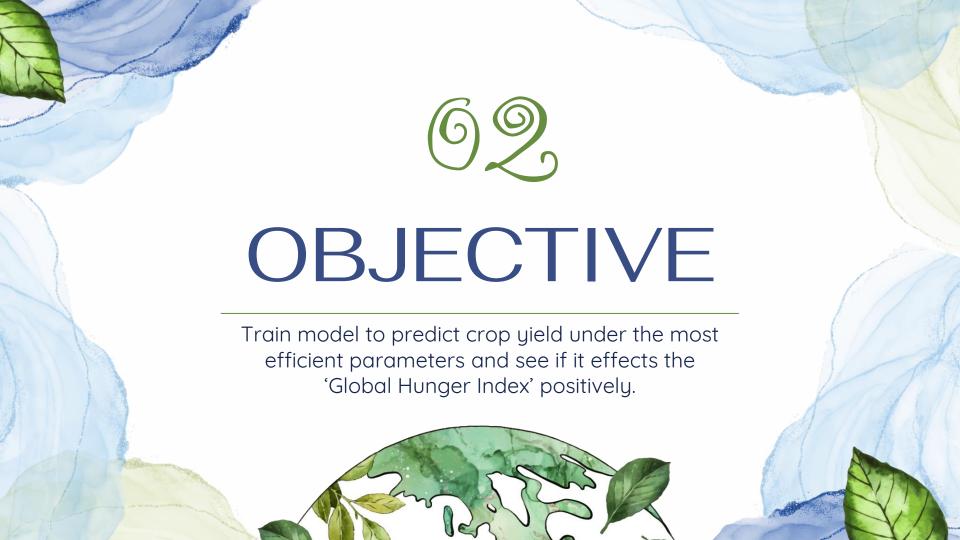
CROP YIELD

Does employing precision agriculture affect total crops produced?



GHI METRIC

Will the new amount of crops translate to less instances of hunger? How much?



WHAT IS WRONG?





LAND USAGE

Suitable land?



CLIMATE

Environmental factors?



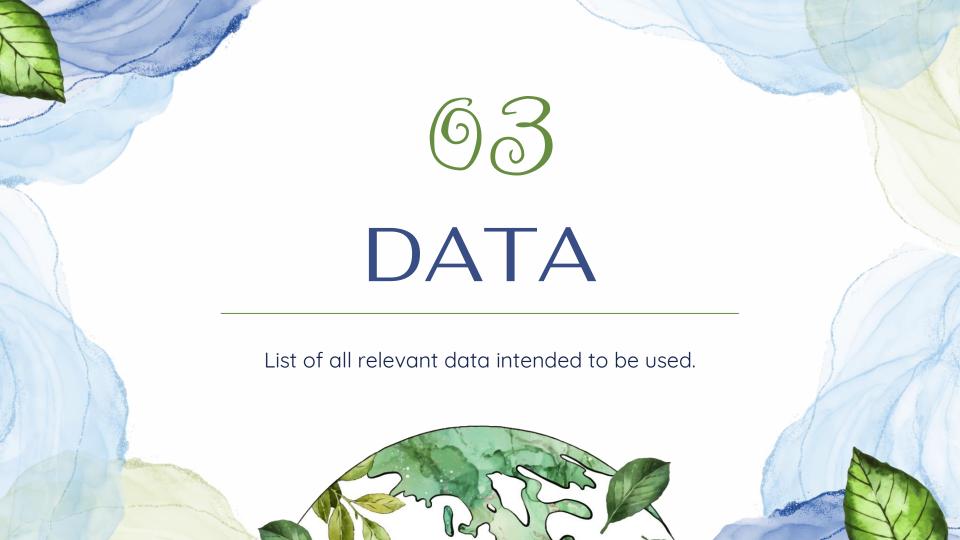
FARMING

Proper technique?



CROP SELECTION

Is the crop suited for your situation?



DATA: DATASETS



AGRICULTURAL LAND %

SOURCE: Worldbank



VCI

SOURCE: FAO



GHI

SOURCE: Global Hunger Index



GHS

SOURCE: European Commission



VHI

SOURCE: FAO



CROP GROWTH

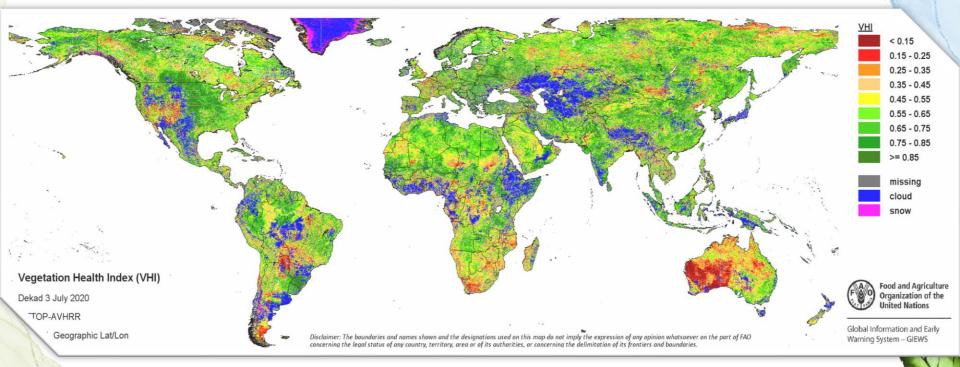
SOURCE: Kaggle (for now)

GHI: GLOBAL HUNGER INDEX



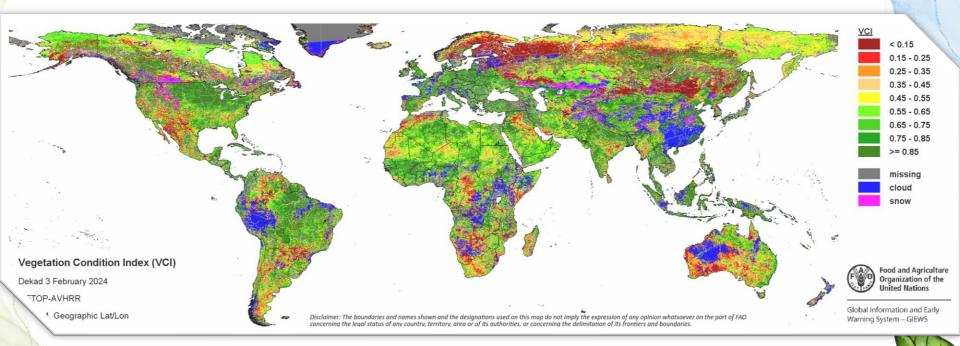


VHI – VEGETATION HEALTH INDEX



https://asis.apps.fao.org/pages/non-seasonal-indicators

VCI – VEGETATION CONDITION INDEX

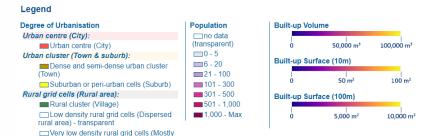


https://asis.apps.fao.org/pages/non-seasonal-indicators

GHS - GLOBAL HUMAN SETTLEMENT

Comprehensive map visualization that includes:

- Populated areas
- Land Breakdowns
- Urban centers
- Breakdown =>



Settlements characteristics

- 01: open spaces, low vegetation surfaces NDVI <= 0.3
- 02: open spaces, medium vegetation surfaces 0.3 < NDVI <=0.5
- 03: open spaces, high vegetation surfaces NDVI > 0.5
- 04: open spaces, water surfaces LAND < 0.5</p>
- 05: open spaces, road surfaces

uninhabited area) - transparent

- 11: built spaces, residential, building height <= 3m
- 12: built spaces, residential, 3m < building height <= 6m
- 13: built spaces, residential, 6m < building height <= 15m
- 14: built spaces, residential, 15m < building height <= 30m
- 15: built spaces, residential, building height > 30m

- 21: built spaces, non-residential, building height <= 3m
- 22: built spaces, non-residential, 3m < building height <= 6m
- 23: built spaces, non-residential, 6m < building height <= 15m
- 24: built spaces, non-residential, 15m < building height <= 30m.
- 25: built spaces, non-residential, building height > 30m





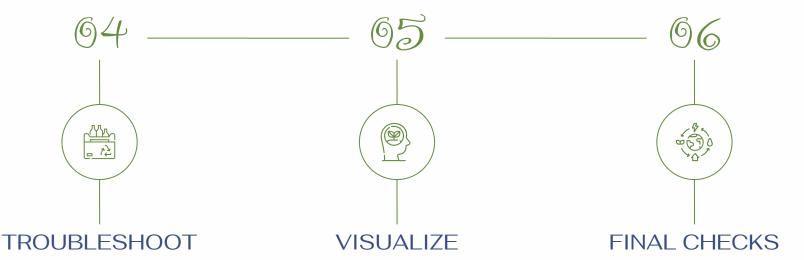
ACTION PLAN:

process



hypothesis

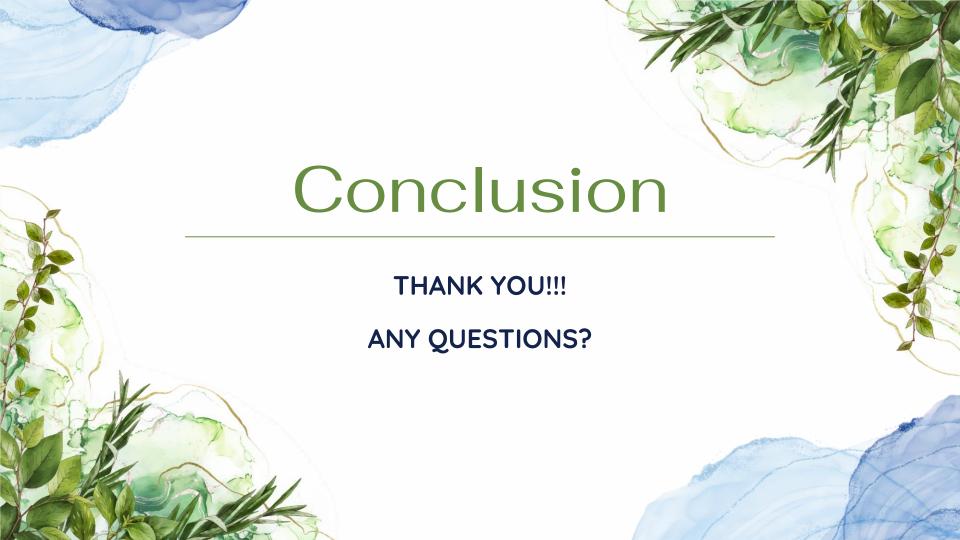
ACTION PLAN:



Confirm accuracy and project feasability

Create visualizations and begin sprucing up presentation

Make sure findings are presentable and complete





"If you can't feed a hundred people, feed just one."

-MOTHER TERESA