

### **HOUSING PASSPORT METADATA**

This document provides definitions for all attributes. The availability of attributes differs per AOI. Some file formats may truncate the attribute title.

#### **BUILDINGS**

| TITLE             | ATTRIBUTE                 | DESCRIPTION  |
|-------------------|---------------------------|--|
| General/governmen | nt information            |  |
| address           | street address            | street address   |
| aoi               | Area of Interest          | Area of Interest   |
| block             | block                     | block  |
| geohash           | geohash                   | alphanumeric string to encode geographic coordinates   |
| count             | number of tax records     | number of tax records available per building   |
| id                | building ID               | building ID in database  |
| pt_avg            | average property tax      | average property tax per building  |
| pt_avg_owed       | average property tax owed | average property tax owed (cumulative balance including prior years)   |
| pt_sum            | sum of property tax       | sum of property tax per building   |
| pt_sum_owed       | sum of property tax owed  | sum of property tax owed (cumulative balance including prior years)  |
| Drone             |                           |  |
| d_area            | roof area (m2)            | estimated roof area in square meters   |
| d_avg_height      | height (m)                | Average (mean) height of the building in meters derived from the rooftop polygon and the digita<br>height information derived from the drone. Calculated using zonal statistics.   |
| d_condition       | roof condition            | Roof condition is based on construction appearance, such as patching and coloring (rust).  good: new, well-constructed (no holes) and very minimal patching or discoloration.  fair: roof is patched or discolored, but still sturdy; may look old or drab but seems livable and no precarious.  poor: lots of patching, holes, items to hold it down, or bags to stop leaks.  Otherwise, the building may be under construction or vacant.  |
| d_material        | roof material             | <ul> <li>concrete: more than 50% of the rooftop is visibly concrete.</li> <li>metal: vast majority of the rooftop is covered in metal (70-90%).</li> <li>mixed: multiple materials used to cover the roof and keep the inhabitants dry. Typically, this is less than 50% concrete.</li> <li>tile: more than 50% of the rooftop is clay tile or metal tile.</li> <li>other: tent or tarp material.</li> </ul>   |
| d_slope           | ground slope (degree)     | average (mean) slope of the ground in degrees underneath the roof  |
| d volume          | volume (m3)               | estimated volume of building in cubic meters   |
| Street view       |                           |  |
| sv_complet        | complete                  | construction status of the building: complete or incomplete  |
| sv_condit         | wall condition            | good: new construction and sturdy.  fair: sturdy but shows signs of aging.  poor: dilapidated, temporary, self-built, or not well-maintained.  |
| sv_constru        | construction              | The predominant construction type is organized into the following categories.  unreinforced masonry: refers to buildings made from brick, stone or concrete blocks that appear from the outside to be missing concrete columns or beams (or both). Other examples include buildings made from adobe or constructed using timber or wooden frames.  reinforced masonry: refers to buildings with confined masonry or concrete frames, which may be called reinforced masonry in some countries. Reinforcement components such as rebar inside of blocks are not always possible to determine from street view analysis but at times, particularly when buildings are 'incomplete' rebar is visible.  unknown: unknown |
| sv_design         | designed                  | designed: building designed at one time; undesigned: building designed incrementally   |
| sv_door           | doors                     | number of doors  |
| sv_garage         | garages                   | number of garages  |
| sv_materia        | wall material             | brick or concrete block; plaster; wood - polished; wood - crude/plank; adobe; corrugated metal; stone with mud/ashlar with lime or cement; container/trailer; plant material; mix/unclear/other  |
|                   |                           |  |



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| sv_use              | building use           | residential: used solely for residential purposes.  commercial: used for commercial purposes, such as a store.  critical infrastructure: used for public purposes, such as education, government, public services, health care, religion, banks or other public infrastructures.  non-residential: used for commercial or public purposes, such as education, government, public services, health care, religion, banks or other public infrastructures.  mixed: used for residential and non-residential purposes. A common case is a mini-market on the first floor and residential housing above.   |
|---------------------|------------------------|--|
| sv_vintage          | vintage                | estimated era of building construction: 1) pre-1940, 2) 1941-1974, 3) 1975-1999, 4) 2000-present   |
| sv_window           | windows                | number of windows  |
| Hazards             |                        |  |
| hz_earthqu          | earthquake risk        | 1=very low, 2=low, 3=medium, 4=high, 5=very high   |
| hz_flood            | flood risk             | 1=very low, 2=low, 3=medium, 4=high, 5=very high   |
| hz_landslide        | landslide risk         | 1=very low, 2=low, 3=medium, 4=high, 5=very high   |
| hz_tsunami          | tsunami risk           | 1=very low, 2=low, 3=medium, 4=high, 5=very high   |
| hz_wind             | wind risk              | 1=very low, 2=low, 3=medium, 4=high, 5=very high   |
| Analysis/field work |                        |  |
| cap_payment         | payment capacity       | Capacity of payment from households: maximum household annual income=( <u>estimated value</u> /5).  Estimated value can be modeled from field surveys. This is for illustrative purposes.  Demand for home insurance premiums: <b>yes</b> , if <u>total quality</u> =good or very good; all other demands=no AND <u>general value</u> =medium or high. Otherwise, <b>no</b> . General value can be calculated from the total quality and building volume, determined per AOI. This is for illustrative   |
| dem_insur dem_micro | home insurance         | purposes.  Demand for home improvement microloans: <b>yes</b> , if ONLY demand for <u>quality improvement</u> =yes and <u>structural improvements</u> =yes; and <u>capacity of payment</u> > US\$10,000. This is for illustrative purposes.  |
| dem_reset           | resettlement           | Demand for resettlement: <b>yes</b> , if any hazard=5; total quality=poor or very poor. Otherwise, <b>no</b> .   |
| dem_struct          | structural improvement | Demand for structural improvement: <b>yes</b> , if earthquake <u>hazard</u> is 3 or lower AND flood, landslide or wind <u>hazard</u> is between 0 and 4 AND <u>construction type</u> =unreinforced masonry or reinforced masonry AND <u>soft story</u> =yes AND <u>total quality</u> =good or fair. Otherwise, <b>no</b> .   |
| dem_qualit          | quality improvement    | Demand for quality improvement: <b>yes</b> , if <u>hazards</u> are below 5 AND <u>construction type</u> =reinforced masonry AND possible <u>soft story</u> =yes AND <u>total quality</u> =fair, poor or very poor. Otherwise, <b>no</b> .  |
| extra_attrs         | extra attributes       | General purpose field where extra data may be added such as from a survey. Recommended to export as a geopackage to view.  |
| infrastruc          | access to paved roads  | Is the building within 10 m of a paved road? <b>1</b> =yes, <b>0</b> =no   |
| K3                  | COVID-19 index         | The COVID-19 index locates the bottom-40 and bottom-10 vulnerable households at the block level. Variables correspond to overcrowding, age, illness, disability, and access to water, sewerage, electricity, and internet. Values range from 1-3 with 1 being most vulnerable. If all K3 values=3 in export the index is not available for AOI.  |
| land_publi          | public land            | Is the building on public land? <b>1</b> =yes, <b>0</b> =no  |
| land_servi          | access to services     | Is it possible to bring public services? For example, is there a bus stop within 400 m (five minute walk)? <b>1</b> =yes, <b>0</b> =no   |
| opp_expansion       | expansion              | Opportunity for expansion: <b>yes</b> , if <u>building height</u> is less than 3 m AND within 200 m of <u>greenspace</u> AND within 10 m of <u>paved road</u> . Otherwise, <b>no</b> .   |
| park                | greenspace             | Does this building have good access to greenspace? i.e. is it walking distance or less than 200 meters from a park? <b>1</b> =yes, <b>0</b> =no  |
| soft_story          | soft story             | Is this a potential soft story building? For example, the <u>building height</u> is at least 7.5 meters AND has at least one garage AND at least two windows. Other calculations are possible. <b>1</b> =yes, <b>0</b> =no   |
|                     |                        | Determined by comparing the roof and wall condition derived from drone and street view imagery. If roof and wall condition are not the same designation (good, fair or poor), the lower value of the two is taken.  very good: if both roof and wall condition are good. good: if roof or wall condition is good and the other is under construction, vacant or otherwise unknown.  fair: if both roof and wall condition are fair; or if one is fair and the other is good, under construction, vacant or otherwise unknown.  poor: if roof or wall condition is poor and the other is good, fair, under construction, vacant or otherwise unknown. |
|                     |                        | Outerwise dikilowii.   |
| tot_qualit          | total quality          | very poor: if both roof and wall condition are poor.   |



# **HOUSING PASSPORT** METADATA

## **SECTORS**

| General/government information |                         |  |  |
|--------------------------------|-------------------------|--|--|
| aoi                            | Area of Interest        | Area of Interest   |  |
| area_km                        | area (km2)              | area of sector in square kilometers                        |  |
| avg_tax                        | average tax             | average tax per sector                                     |  |
| avg_tax_owed                   | average tax owed        | average tax owed per sector                                |  |
| id                             | id                      | sector id in database                                      |  |
| name                           | sector                  | name of sector   |  |
| sector_id                      | sector id               | sector id in database (string)                             |  |
| Analysis/field work            |                         |  |  |
| building_count                 | building count          | total number of buildings in sector                        |  |
| commercial                     | commercial buildings    | number of commercial buildings                             |  |
| е                              | critical infrastructure | number of critical infrastructure buildings                |  |
| fair_quality                   | fair quality            | number of buildings in fair condition (total quality)      |  |
| good_quality                   | good quality            | number of buildings in good condition (total quality)      |  |
| mixed                          | mixed buildings         | number of mixed buildings                                  |  |
| poor_quality                   | poor quality            | number of buildings in poor condition (total quality)      |  |
| resettlement                   | resettlement            | number of buildings in demand for resettlement             |  |
| residential                    | residential buildings   | number of residential buildings                            |  |
| softstory                      | soft story              | number of potential soft story buildings                   |  |
| very_good_quality              | very good quality       | number of buildings in very good condition (total quality) |  |
| very_poor_quality              | very poor quality       | number of buildings in very poor condition (total quality) |  |

### **GREENSPACE**

| Greenspace |                 |   |
|------------|-----------------|---|
| area_m     | area (m2)       | area in square meters   |
| id         | id              | greenspace id in database   |
| type       | type of feature | Designation of cemetery, forest, grass, meadow, park, playing field, recreation ground or scrub derived from OpenStreetMap. |