

# Computational Streetscapes Big data, deep learning, and vector model

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### Outline



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**Background & motivation** 

**Computational streetscapes** 

**Discussion** 

# Section 1 **BACKGROUND & MOTIVATION**



# 1.1 Background



#### **♦** Streetscape

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- Is a narrow and linear urban space lined up by buildings, used for circulation and other activities (Rapoport, 1987)
- ♦ Elements of streetscape
  - Road, sidewalk and amenities, landscaping, street furniture, connections, background buildings
  - Pedestrians, vehicles, animals, vegetation
- Computational streetscape
  - A topic under urban informatics/computing
  - Less laborious, more objective than manual audits
- For smart applications in many disciplines
  - Landscape, planning, architecture, psychology
  - Construction, conservation, logistics, robotics
  - Business planning, valuation and taxation, etc.



Typical Hong Kong street scenes, (a) Hill Road near HKU West Gate (b) Hillier Street at Sheung Wan (source: Diamfleoss; DDMLL @Wikipedia CC BY-SA)



# 1.2 Upstream urban data



♦ Accurate, (near) real time, big data of streets



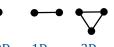
- ♦ Through many devices
  - Underground: Optical fiber network
  - Ground: AR phone, Internet of things, mobile scanner
  - Low-altitude: Drone, helicopter, plane (camera, laser, radar)
  - High-altitude: Satellite (camera, radar)

#### ♦ In multi-dimension data

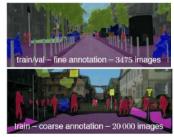
- 0D points: Crowd-sourced location, wind, traffic congestion
- 1D linear features: Vibration, deformation
- 2D images: Aerial photo, satellite photo, heat map
- 3D point clouds: Geometry, deformation
- $\blacksquare$  *n*D over time
- Some data associated with meanings
  - Tagged / annotated dataset



Google street view car (photo: Wikipedia)







Tagged CityScapes dataset (Cordts et al. 2017)



## 1.2 Downstream applications



**♦** For

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■ Urban objects: forestry, shade, density, ...

■ Users: walk, cycling, safety, comfort, election

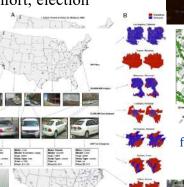
♦ On top of, e.g.,

• O Green view index

Street car models

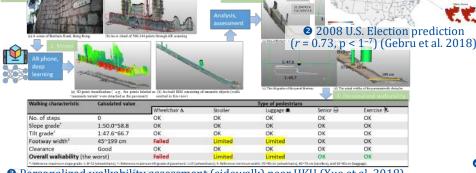
■ **③** As-build 3D modeling

■ 4 "Black-box" DL models





• Green view indices for urban forestry & cycling (MIT 2017; Long & Liu 2017; Lu et al. 2019)



4 Prediction (1-10 points) of safety & comfort street scenes in Shanghai (Liu et al. 2018)

Personalized walkability assessment (sidewalk) near HKU (Xue et al. 2018)



# 1.2 Vector model & applications



♦ Vector algebra

$$V_{\text{tot}} = V_{\text{boat}} + V_{\text{river}}$$

$$V_{river} = V_{tot} - V_{boat}$$

 $\blacksquare$  cos  $\theta$ : Closeness between  $V_{\text{river}}$  and  $V_{\text{tot}}$ 

♦ Vector models (vector space models)

• In math and physics

■ In natural language processing (Mikov et al. 2013)

"Einstein – scientist + painter" = Picasso

♦ Vector model about street elements ...

• Hill Road and Hillier Street sound very similar

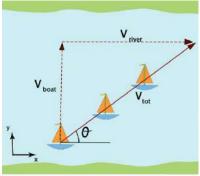
• But how much do they look alike?

• Can we *compute* a street as a vector of elements?

• Vector operators +, -,  $\times$ , **cos**  $\theta$ , *corr* 

■ What applications can be benefited?

o How?



Vector model of velocity



Vector model of words



Vector model of streetscape? 7



# 1.3 Opportunity



**Gaps** 



- Hard-coded processing / method
- Ad-hoc applications
- No reusing of valuable urban information
- Opportunity for a midstream study on
  - A vector model of streetscape
  - General math-like operations
  - Multi-purpose usages / use cases
- ♦ Urban Big Data Platform (UBDP), HKU
  - Multi-source big data
    - Including streetscapes
  - Multi-scale urban information
    - Point, line, and area
  - Supported by HKU Platform Technology Fund (\$915,870)
    - o 2018—2020, PC: Prof. Webster

Big Applidata cations Vector models



#### AN URBAN BIG DATA PLATFORM FOR SMARTER HONG KONG: INTEGRATE TO INSPIRE

Key research topics

This project aims to develop an urban big data platform for Hong Kong's smart city ambitions. The platform serves as a vital midstream infrastructure of smart city, which feeds the upstream theories and data

**UBDP** introduction page http://fac.arch.hku.hk/ubdp





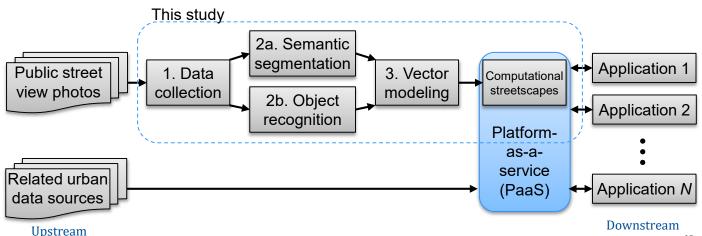
#### 2 Method



♦ Theoretical stance

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- A midstream approach, distributed via Platform-as-a-Service (PaaS)
- ♦ 3 steps to channel upstream data to downstream
  - Step 1: Data collection
  - Step 2: Information extraction: (a) Semantic segmentation + (b) object recognition
  - Step 3: Vector modeling



F. Xue: Computational streetscapes



# 2.1 Step 1: Street data collection



♦ Partner: Tecent Street View

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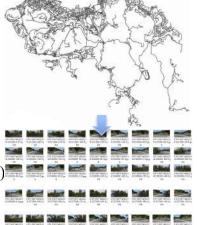
■ 2D images; Source: *NavInfo* 

■ Datum: GCJ-02, not WGC-84

#### ♦ The Hong Kong Island

- 78.6 km<sup>2</sup> Area
  - Both high and low density areas
- 3,625 road segments (473.35 km) with street views
  - Extracted from OpenStreetMap database
  - No data of steps / corridors / foot bridge / private road ...
- 42,683 panorama coordinates
  - Resolution: 8.58m between two points
  - Some shared at segment connections
- ~500,000 street photos (12 shots per point, every 30° heading)
  - 48 GB, Downloaded in ~10 days
  - Deep learning processing in 22 days
  - ∘ ~670,000 including connections, tunnels, ...





# 2.2 Step 2a: Elements from semantic segmentation



♦ Semantic segmentation

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■ DL model: *DeepLab* v3 CNN (trained on *cityscape*)

♦ Area by counting pixels

• Construction: Building, infrastructure, wall

 $\circ$  E.g., 45% + 0% + 2% = 47%

■ Sidewalk: Walking path, guardrail

■ Greenery: Vegetation

Other: Sky, street signs, etc.

♦ Lines by counting vertical image slices

■ Sidewalk, guardrail, unguarded sidewalk

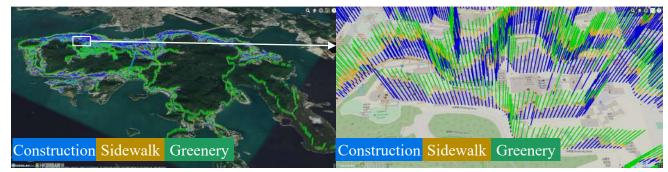




# 2.2 Results of Step 2a



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- (a) Green view is high except for the high-density areas
- (b) Visual fields around HKU Main Campus



- (c) Level of sidewalk railing is satisfactory in general
- (d) Average percentages of elements in the four districts



# 2.2 Step 2b: Elements from object recognition



♦ Object recognition

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■ DL model: *Luminoth* v0.2.4 RNN (trained on COCO)

#### Counting objects

- Vehicles: Cars, buses, trucks, motorcycles, bicycles
- Personal: Persons, backpacks, handbags
- Street furniture: Traffic signs, traffic lights, bench, fire hydrants, ...
- City animals: Cats, dogs, birds

#### Actions of people

- Walking / standing: On a sidewalk, behind a guardrail (using segmentation results)
- Road crossing: On a roadway, in front of a vehicle

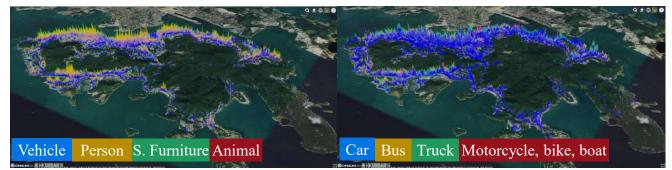




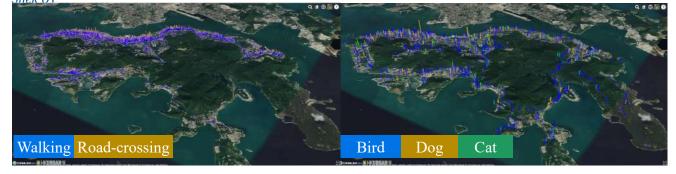
# 2.2 Results of Step 2b



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- (a) More vehicles and persons in high-density areas; Street furniture and animals relatively even (except for Shek 0)
- (b) More buses in residential areas; trucks on major roads



- (c) More people walking in high-density (less greenery) areas
- (d) Dogs/cats found in residential areas; more birds in low-density areas >>DEMO LINK<<



# 2.3 6D vector modeling



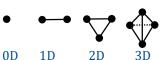
♦ Vectorization of 6 major street elements



- Construction, sidewalk, greenery, vehicles, persons, street furniture
- Balanced and normalized for each explicit dimension
- ♦ Hong Kong Island Datasets
  - 0D "point" data table (panorama coordinates) Better for elements/behavior analyses
    - 42.683 vectors
  - 1D "street" data table (roads)
    - 784 vectors
  - 2D "District" data table (election district)
    - 4 vectors

#### Vector calculus

- Norm (| |), addition (+), subtraction (-)
- Multiplication (×), division (/), dot product (·)
- $\blacksquare$  Cosine similarity (cos), correlation ( $\rho$ )
- $\blacksquare$  Gradient ( $\nabla$ ), Laplacian ( $\Delta$ )





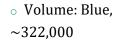
# **2.4** Use case 1: Logarithmic usage of street



Number of street users at a point obeys logarithmic distribution



■ Vehicles seen



o Max: ~55

#### Pedestrians seen

Volume: Green.

~237.000 o Max: ∼80

Average "density

**237,000 / 473.35** 

= 500.7 pedestrians/km

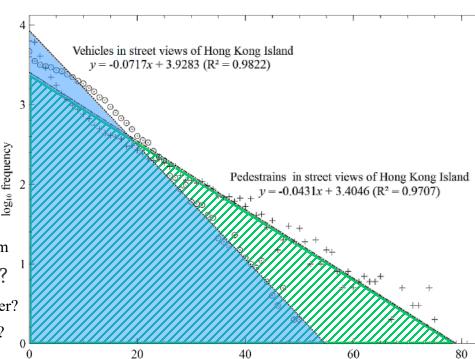
Unique behavior ?

■ People always cluster?

Urban health issues?

■ Similar elsewhere ?





Number of street users



# 🧵 2.4 Use case 2: Streetscape algebra



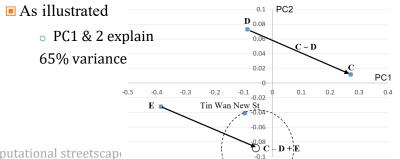
Similarity between Hill Road and Hillier Street

il ab

- Cosine similarity:  $\cos \theta = \mathbf{A} \cdot \mathbf{B} / |\mathbf{A}| \times |\mathbf{B}| = 0.7673$
- **76.73%**
- ❖ "Queen's Road West Central Western District

+ South District =

- $\blacksquare$  **C D** + **E** = [-0.02706, -0.01939, 0.014958, <math>-0.05959, 0.043838, 0.010644]  $\top$  Central Western (D), and South (E)
- The closest street in South District is
  - Tin Wan New Street (distance = 0.1209)
- "Queen's Road W to Central & Western District is roughly equivalent to Tin Wan New Street to South District."



#### Vectors of Hill Rd (A) and Hillier St (B)

Dimension	Hill Rd (A)	Hillier St (B)		
Construction	0.186837	0.305023		
Sidewalk	0.011774	-0.148464		
Greenery	-0.09866	-0.210708		
Vehicles	-0.09689	0.049695		
Persons	0.034738	0.157678		
S. Furniture	0.052523	0.116280		

Vectors of Queen's Rd W (C),

Dimension	Queen's Rd W (C)	Central & Western (D)	South (E)
Construction	0.195057	-0.07714	-0.29926
Sidewalk	-0.07509	-0.03884	0.016865
Greenery	-0.16886	0.070689	0.254503
Vehicles	0.011577	-0.02056	-0.09173
Persons	0.103898	-0.04118	-0.10124
S. Furniture	0.052947	-0.01499	-0.0573

#### Closest street vectors to C - D + E

Rank	Street name (South District)	dist
1	Tin Wan New Street	0.120894
2	South Horizon Drive	0.122902
3	Lee Hing Street	0.143904
4	Yi Nam Road	0.145450
5	Aberdeen Main Road	0.163997
6	Kwun Hoi Path	0.189905
7	Wah Fu Road	0.207953

F. Xue: Computational streetscape



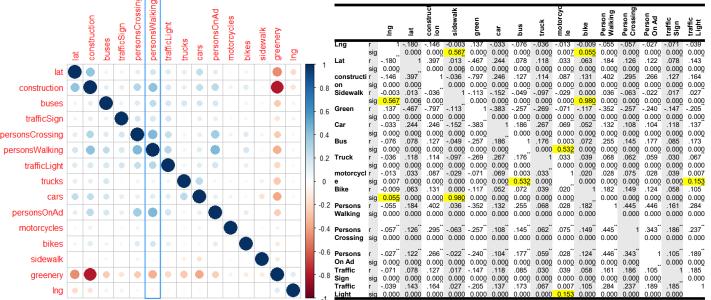
# 2.4 Use case 3: Street element clustering



Clusters based on Pearson's correlation

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- "Nature" {longitude, greenery}, {sidewalk}, and "town" {others}
- Walking in HK Island: Positive r to building, road-crossing, & ad.; Negative to green
- **Beware** of p for big data: Most (>95%) bivariate correlations had p < 0.00001



F. Xue: Computational streetscapes Pearson's correlations between some street elements (N = 42,566)





# 3.1 A wrap-up



#### ♦ Work done



- 3 steps for computational streetscapes
  - Big data collection, RNN and CNN processing, and vector modeling
- 3 use cases of computational streetscapes
  - Logarithmic use behavior, street algebra, Street element clustering

#### Pros

- Big data, objective and low-cost
- Automatic processing
- Mathematical modeling and calculus
- Multiple potential applications

#### Cons

- Limited by explicit, major street elements
  - Orthogonal decomposition
- Some DL results are erroneous
  - Small elements, e.g., fire hydrants



# 3.2 In a life-cycle view



Streetscape

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- Small but influential
- Has a typical product life cycle
- Many disciplines needed
  - **■** 10+
  - Each focuses certain phases
  - Calling for cross-disciplinary collaboration
    - E.g., explaining the log distribution, comparing the demand and supply of green on streets
- ♦ Linking related big data
  - 3D: Aerial LiDAR, ...
  - Buildings: Ownership and price
  - Demography: Age distribution,

Demand Psychology **Analysis** Design & behavior Land-Math & scape & computer archiscience tecture Streetscape Geography Engineer-& remote ing & consensing struction Real Maintenance estate & Build economics Operation

education, income, ... F. Xue: Computational streetscapes



#### 3.3 Future work



#### ♦ Future work



- Minor elements
- Implicit vector space
  - Fully independent dimensions
- Integrating multi-source urban big data
- Kowloon and New Territories



- ITF Midstream Research, RGC Research Impact Fund, RGC Collaborative Research Fund
- Based on the "Urban Big Data Platform: Integrate to inspire" project
- Contact: Prof. Chris Webster

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