

# Visualizing Data for Transportation Analytics

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# The Virtual City: Data Rich, Data Producing

- An invisible grid made up of networks, packets and data
- Surveillance technologies, interactions, connected devices
- Mobile internet, applications and devices
- Energy and carbon consumption
- Transportation and movement
- Development and planning
- A city of open data as a base for applications

# City as a Wealth of Data

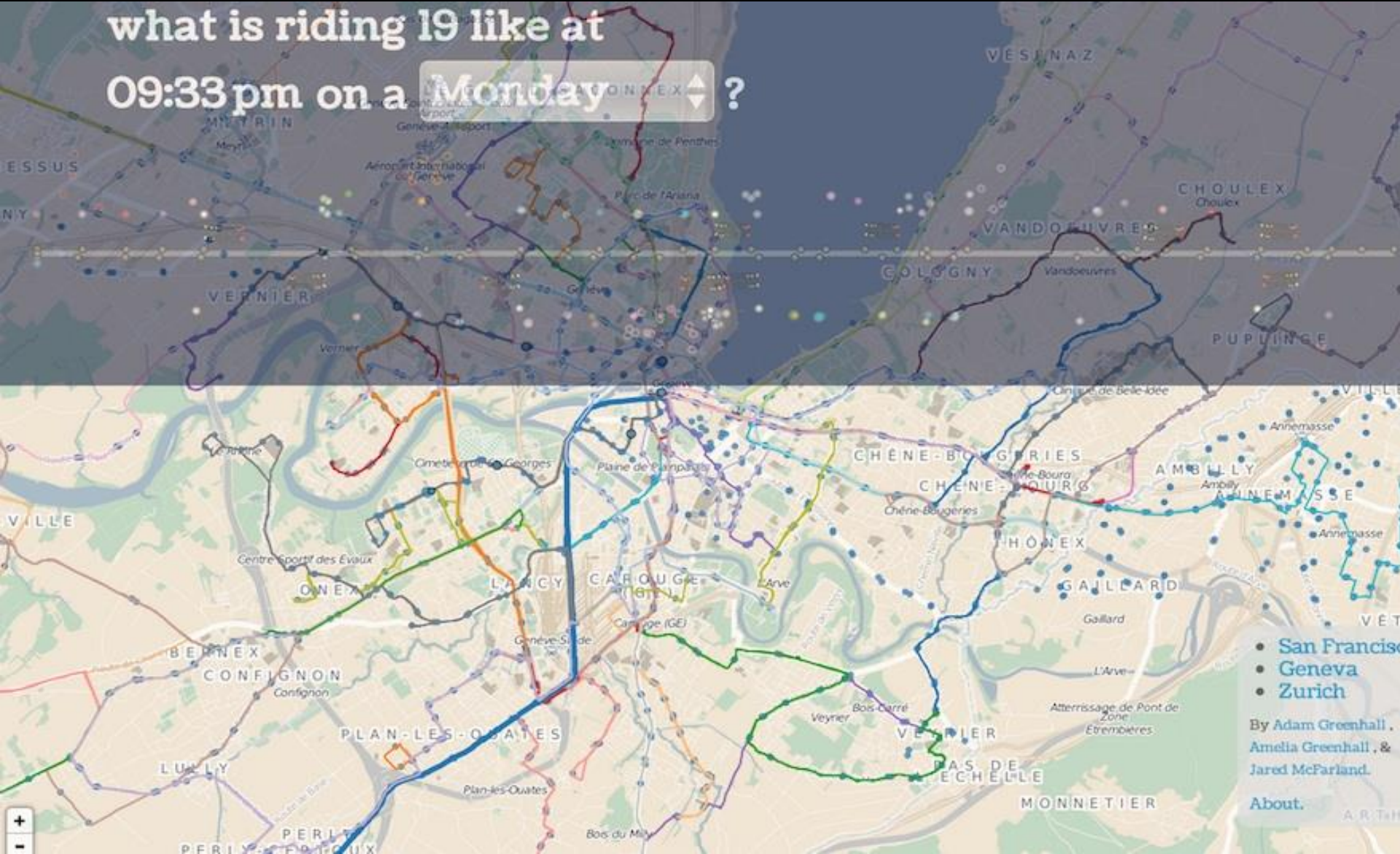
- <http://flowingcity.com/>: Visualizing the City built of data, Urban Data Visualizations of the City, making the city smarter with data
- Data sources: Government records, corporate records, community-generated data, Cameras, car GPS, GPS, Census data, Location apps, Mobile apps, RFID, sensors, social media, Wi-Fi antenna, WWW, etc.

# Urban Prototyping Movement

- Urban Data Challenge
- Open data “hackathon”
- Merge and compare mobility data sets from three cities—San Francisco, Geneva, and Zurich—and draw meaningful insights.

# Dots on the Bus, Adam Greenhall, Amelia Greenhall, Jared McFarland

what is riding 19 like at  
09:33 pm on a Monday



# Transit Quality and Equity, Raymon Sutedjo-The, Sandra Lee



## San Francisco

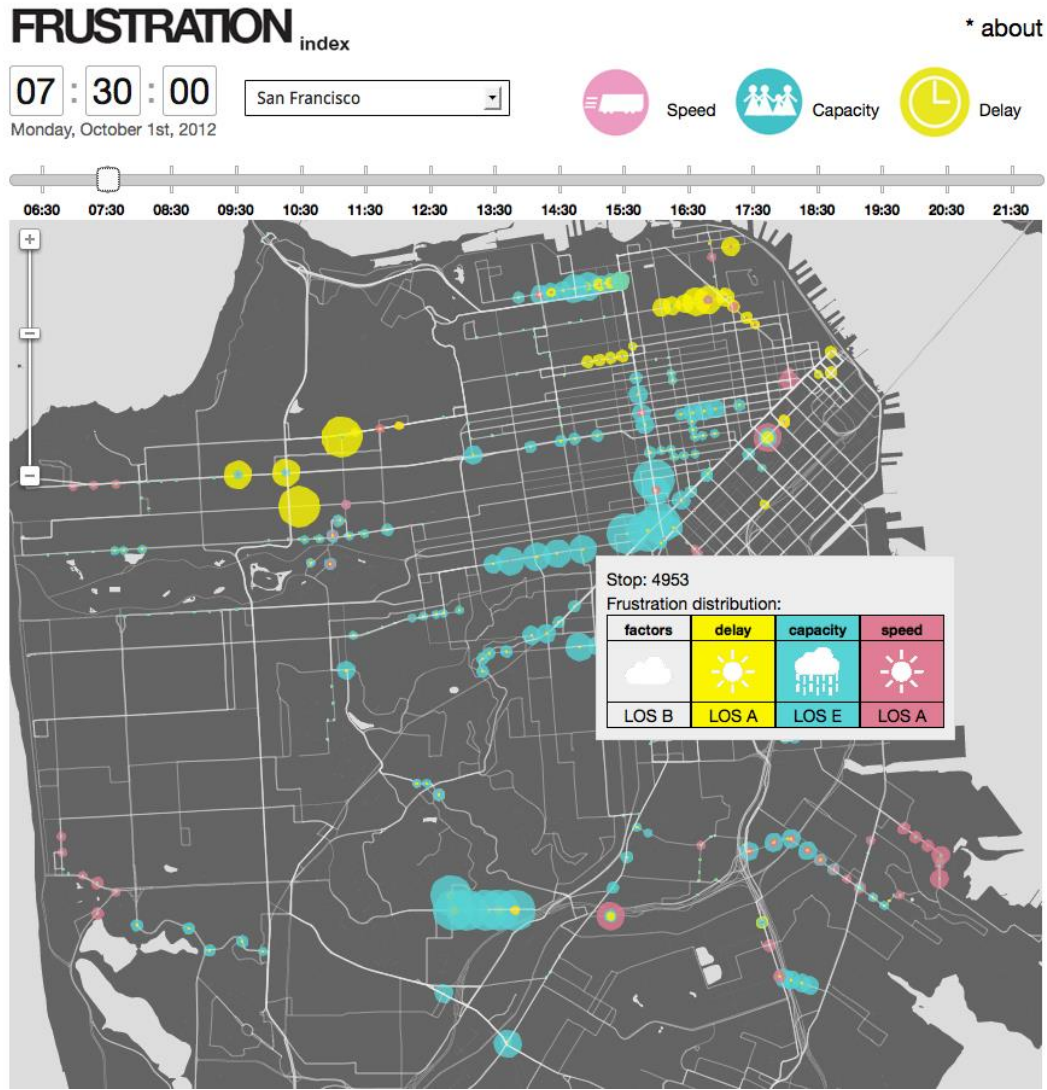
### Economic Data

#### POVERTY LEVEL

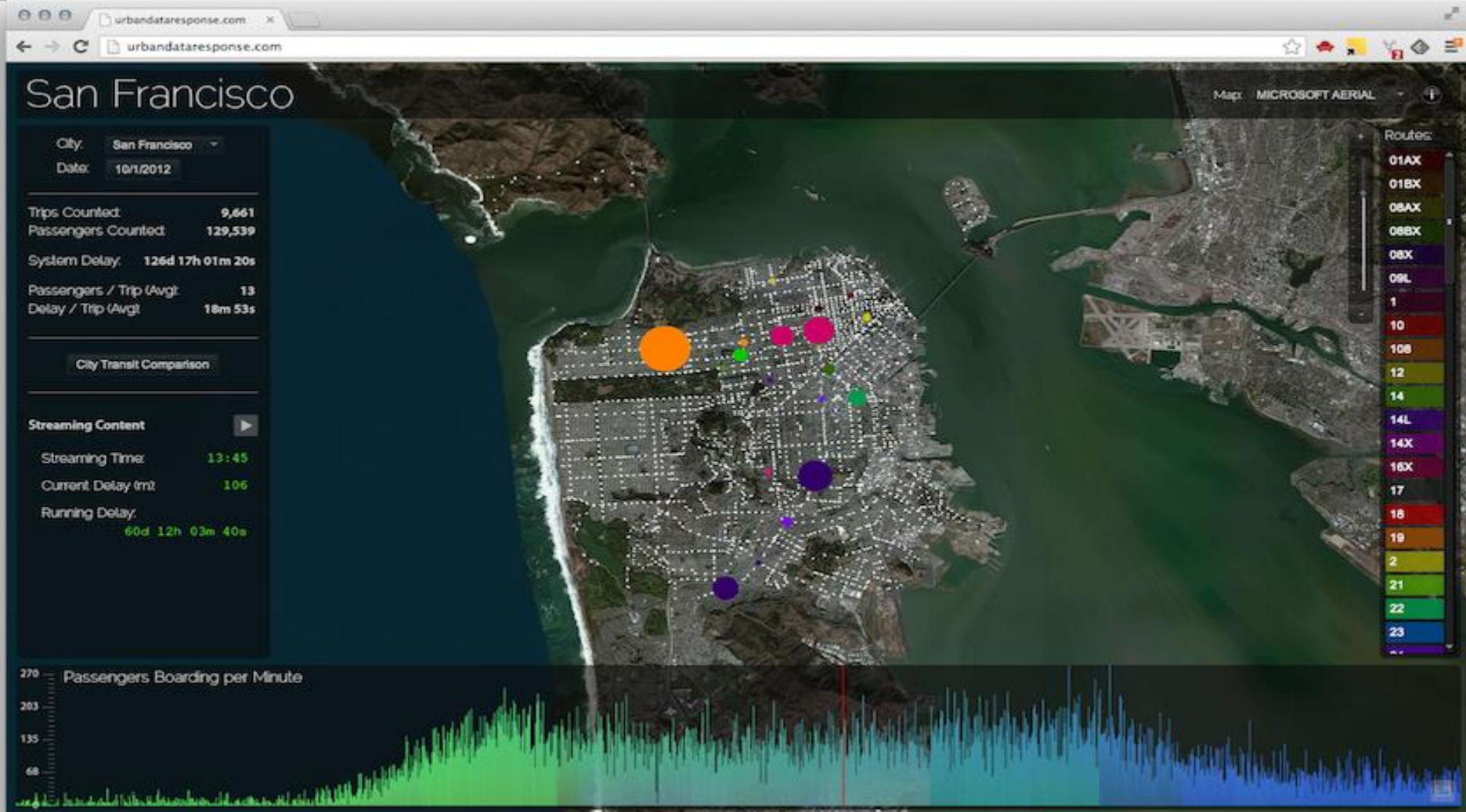
#### Routes

1	1X - 31X - 38X	2 - 3 - 4
5	6	8X
12	16X	19
28	14	14X/L
17	18	21
22	23	24
27	28	29
30	30X	31
33	35	36
37	38	39
41	43	44

# Frustration Index, Srivinas Ashok, Daphne Dethier, Carmel Dudley, Steve Pepple

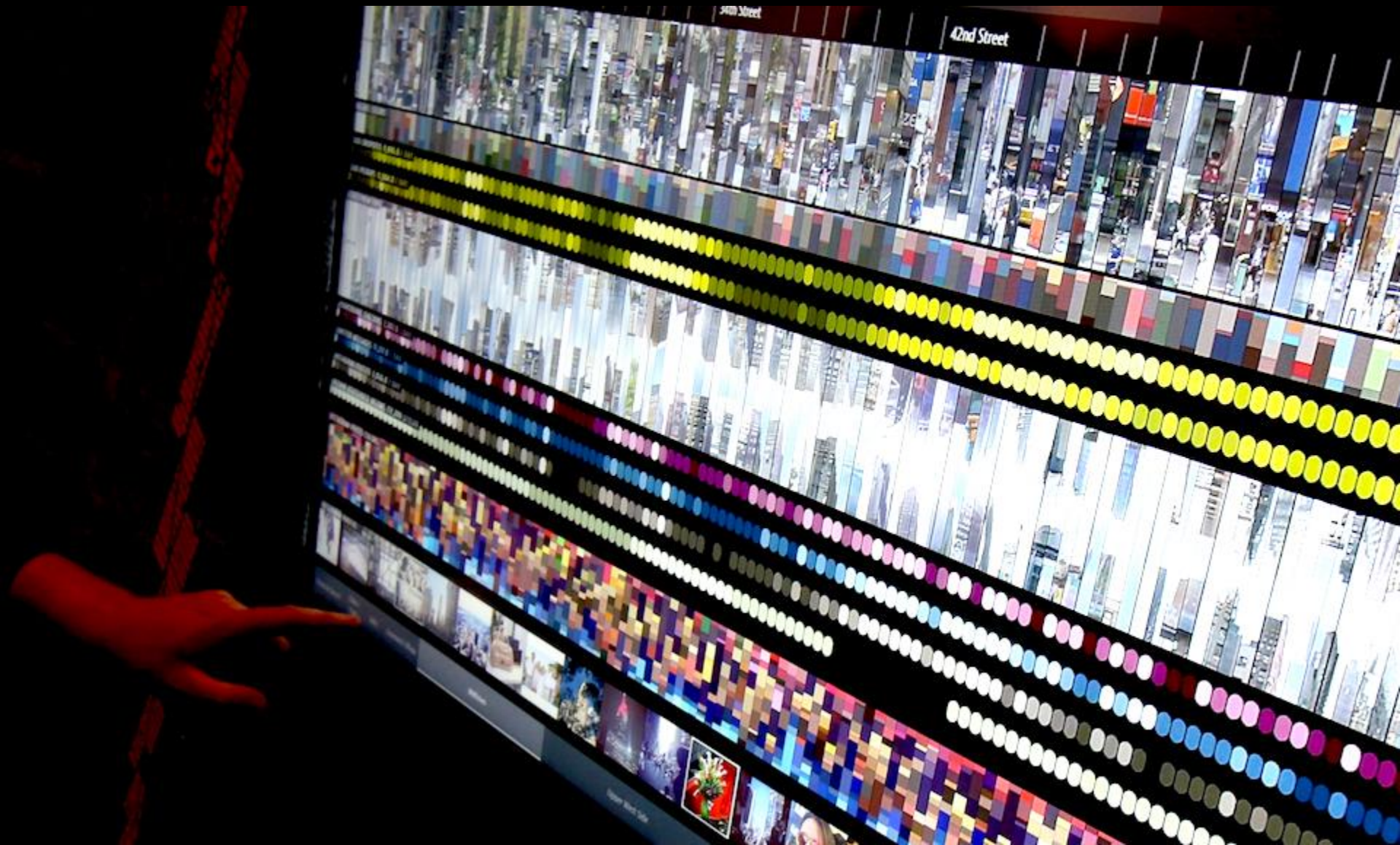


# Urban Data Response, Matt Hill





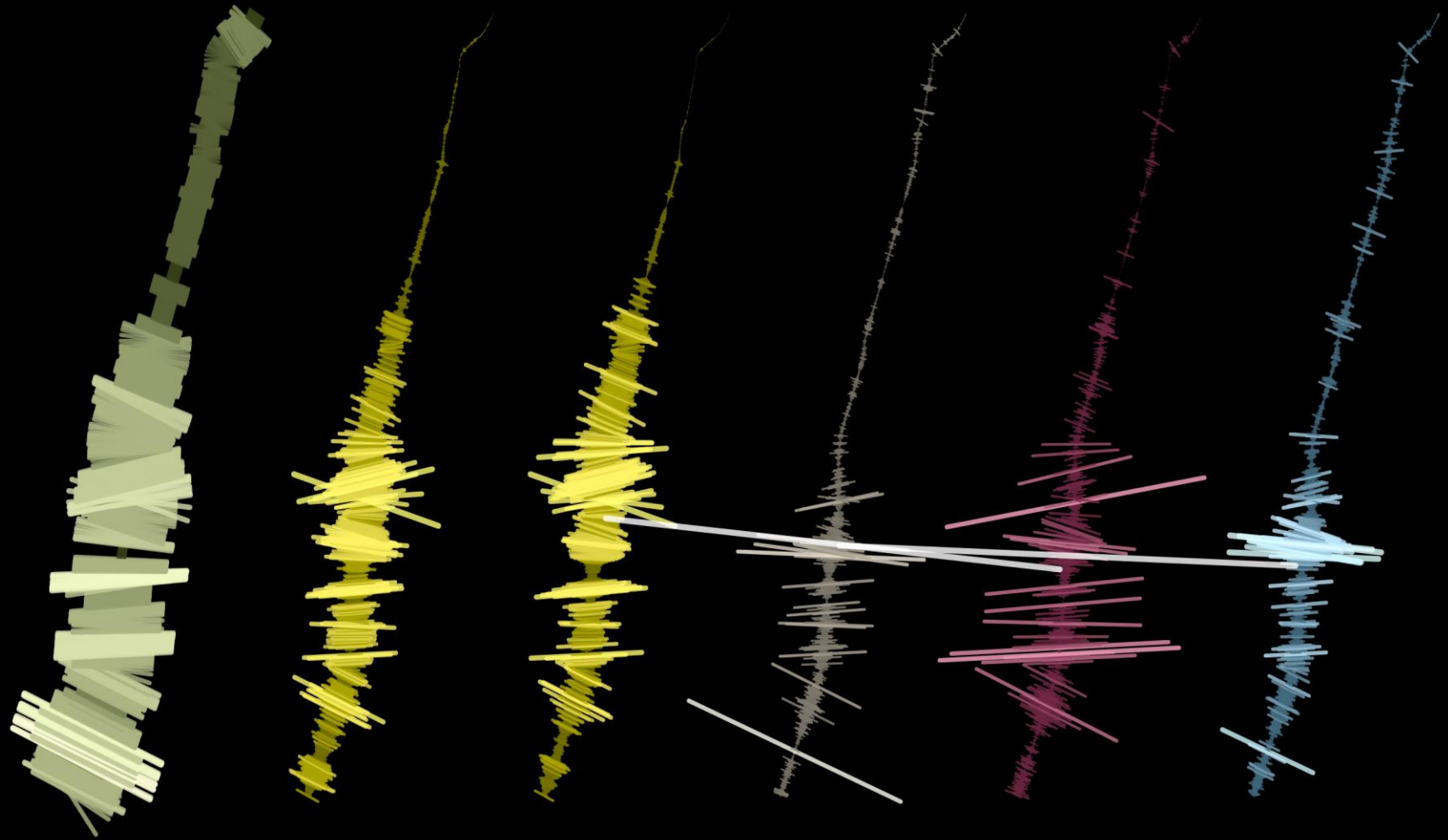
# On Broadway, Manovich et al.



# On Broadway

**ON BROADWAY**

<http://on-broadway.nyc>



HOUSEHOLD INCOME

TAXI DROP-OFFS

TAXI PICK-UPS

INSTAGRAM IMAGES

FOURSQUARE CHECK-INS

TWITTER MESSAGES

# Data Canvas – Media Network to promote public awareness

- DIY sensor network to measure pollution, dust, light, sound, temperature, and humidity. Overall environmental quality but also relevant to transportation uses.
- Created an interactive map, opened the data, and asked participants to use it to narrate a story about their city.

# SELECT A CITY

- Temperature (C) 0.
- Light (Lux) 0.
- Pollution (mV) 0.
- Humidity (%) 0.
- Dust (pcs/238mL) 0.
- Noise (mV) 0.
- Speech

Info ■

## sonic particles 2.0

A sonification of real-time urban environmental data

# Sonic Particles

- <http://datacanvas.org/project/sonic-particles-2-0/>
- Sonic Particles 2.0 is a real-time sonification  
Updated every 5 seconds.
- Each city can be differentiated.



# The Mobile City: A Fully Enabled Grid

- Mobility is about the individual, not the device.
- The urban experience of ubiquitous connectivity, personalized and context-aware services and content that link us to daily activities and interests, regardless of time and place.
- Continual discovery, enhancement

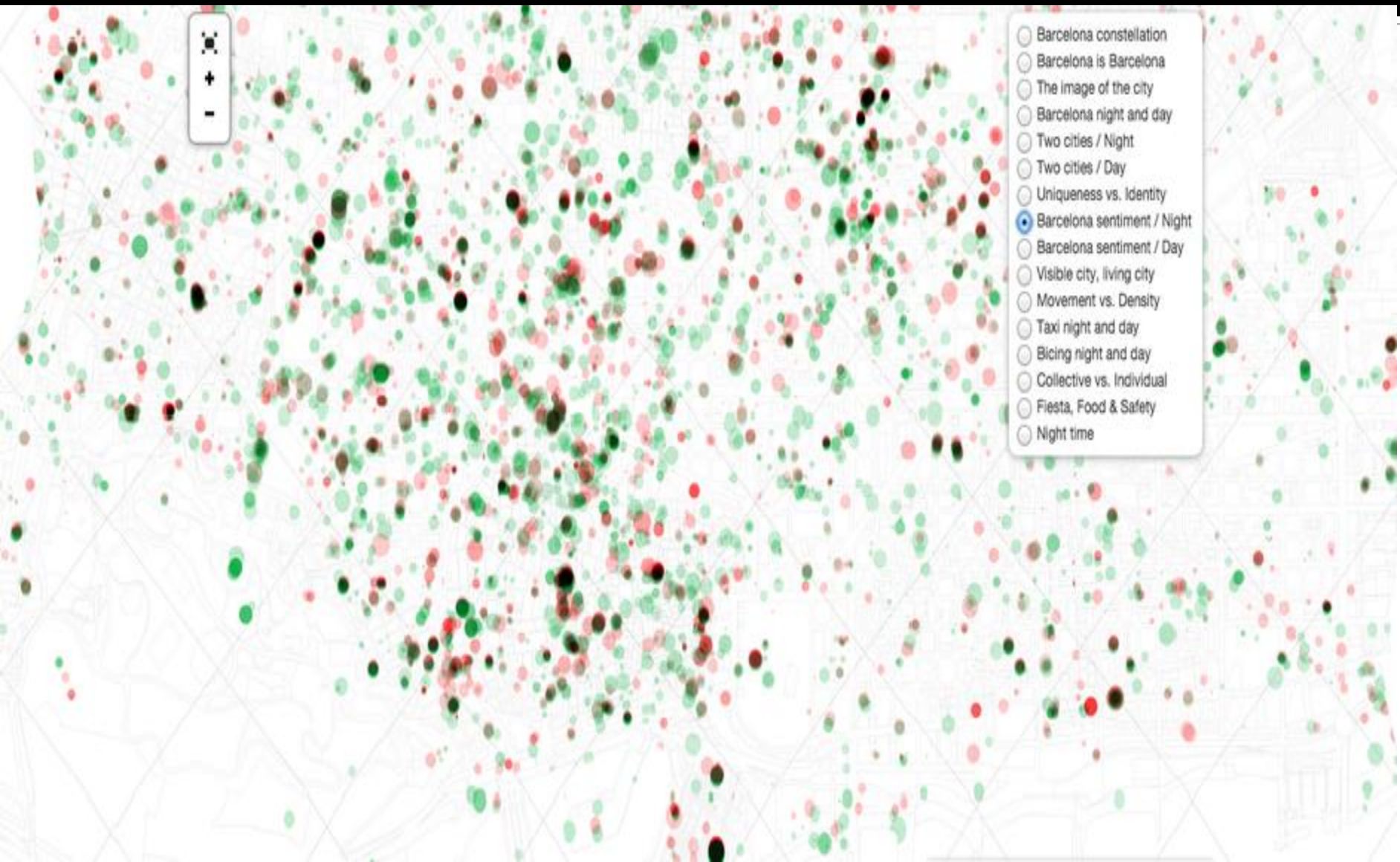
# Designing the City at Night, Barcelona (social media, open data, light), I -Varis, Diez & Corbero



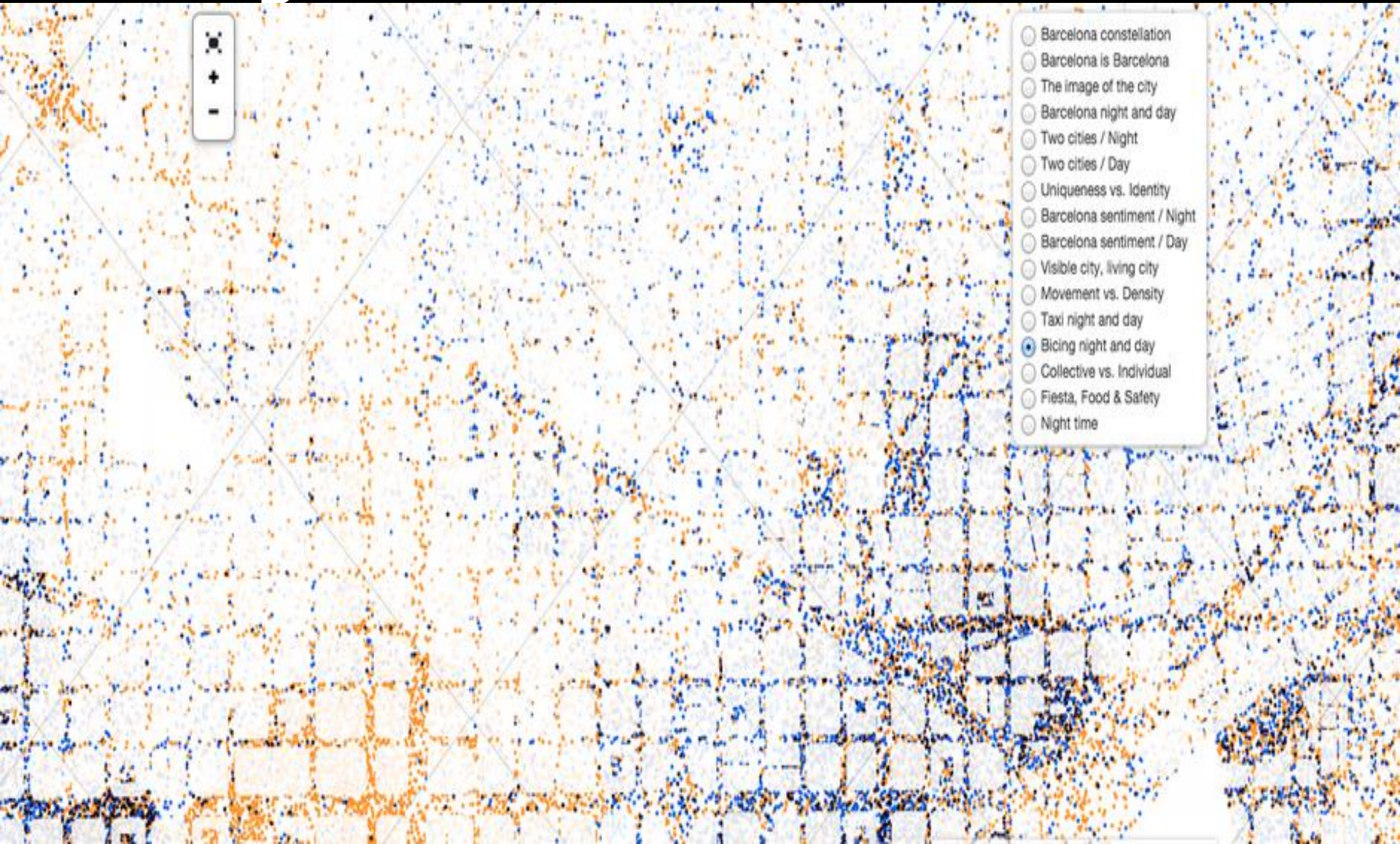


# Designing the City, Tone of Social Media

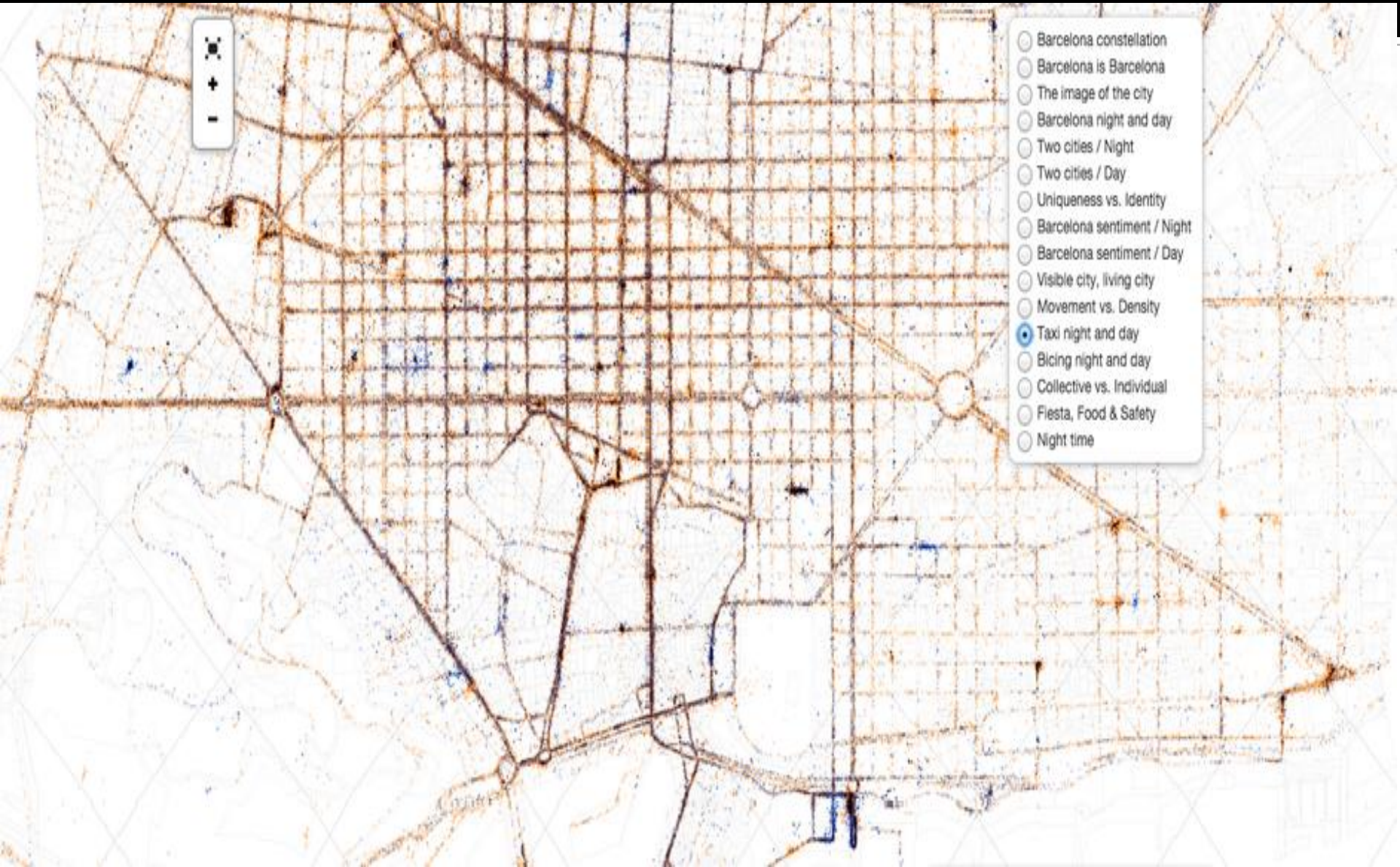
<http://www.atnight.ws/>



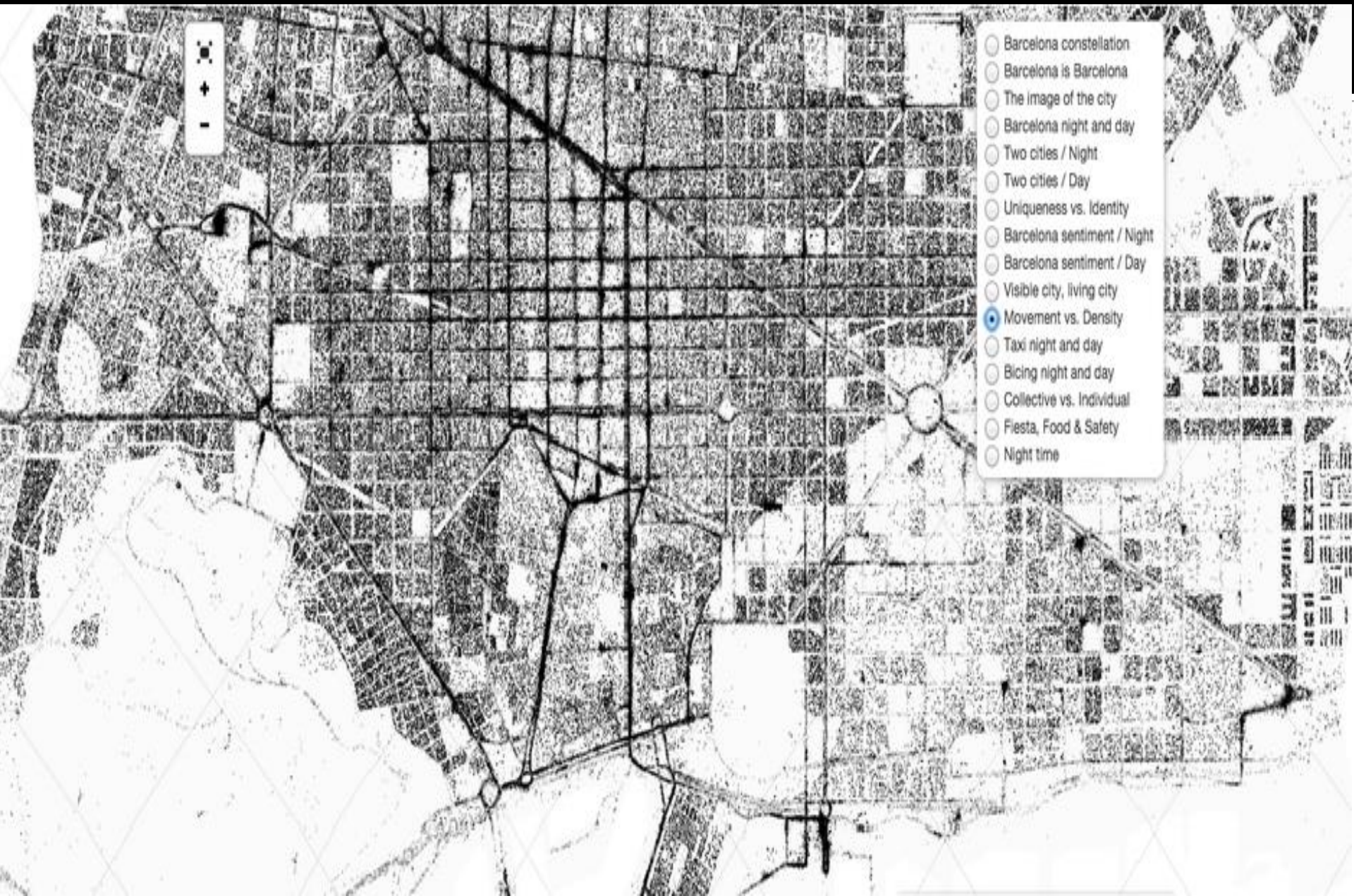
# Designing the City at Night, bike storage data



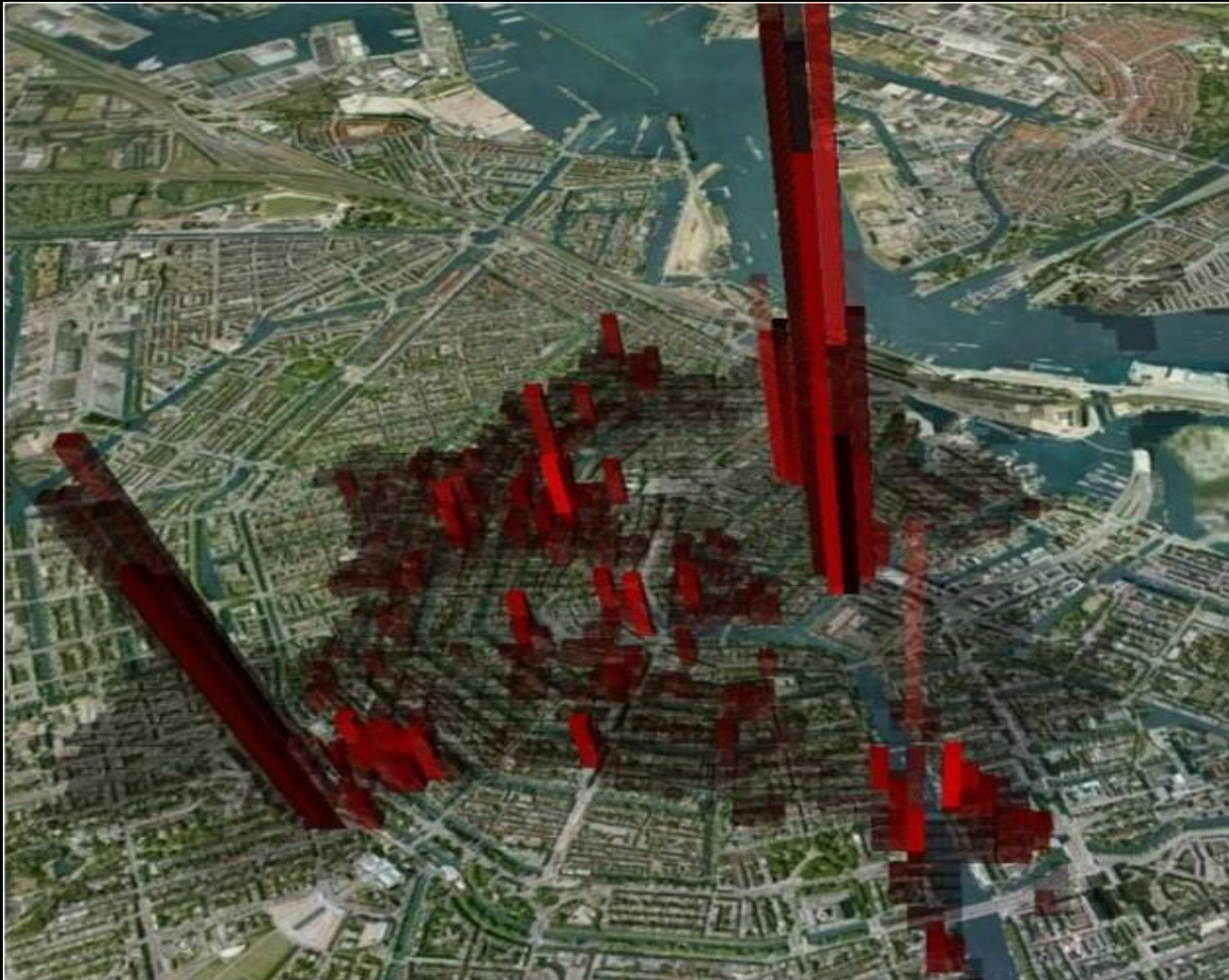
# Designing the City at Night, Taxis



# Taxis vs Density



# Visible Amsterdam (movement of crowds), Euro Beinat

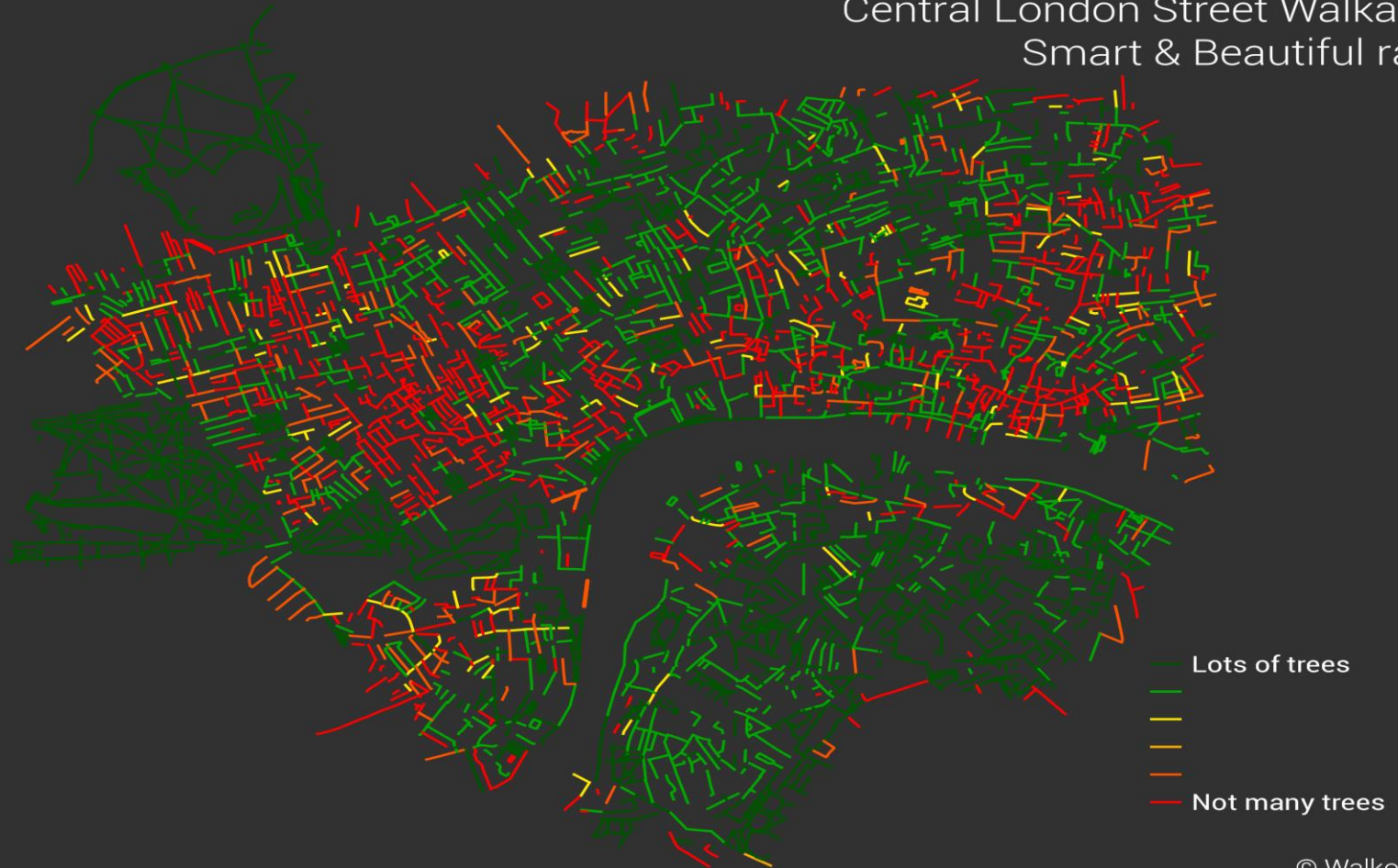


# Walkable Streets Project

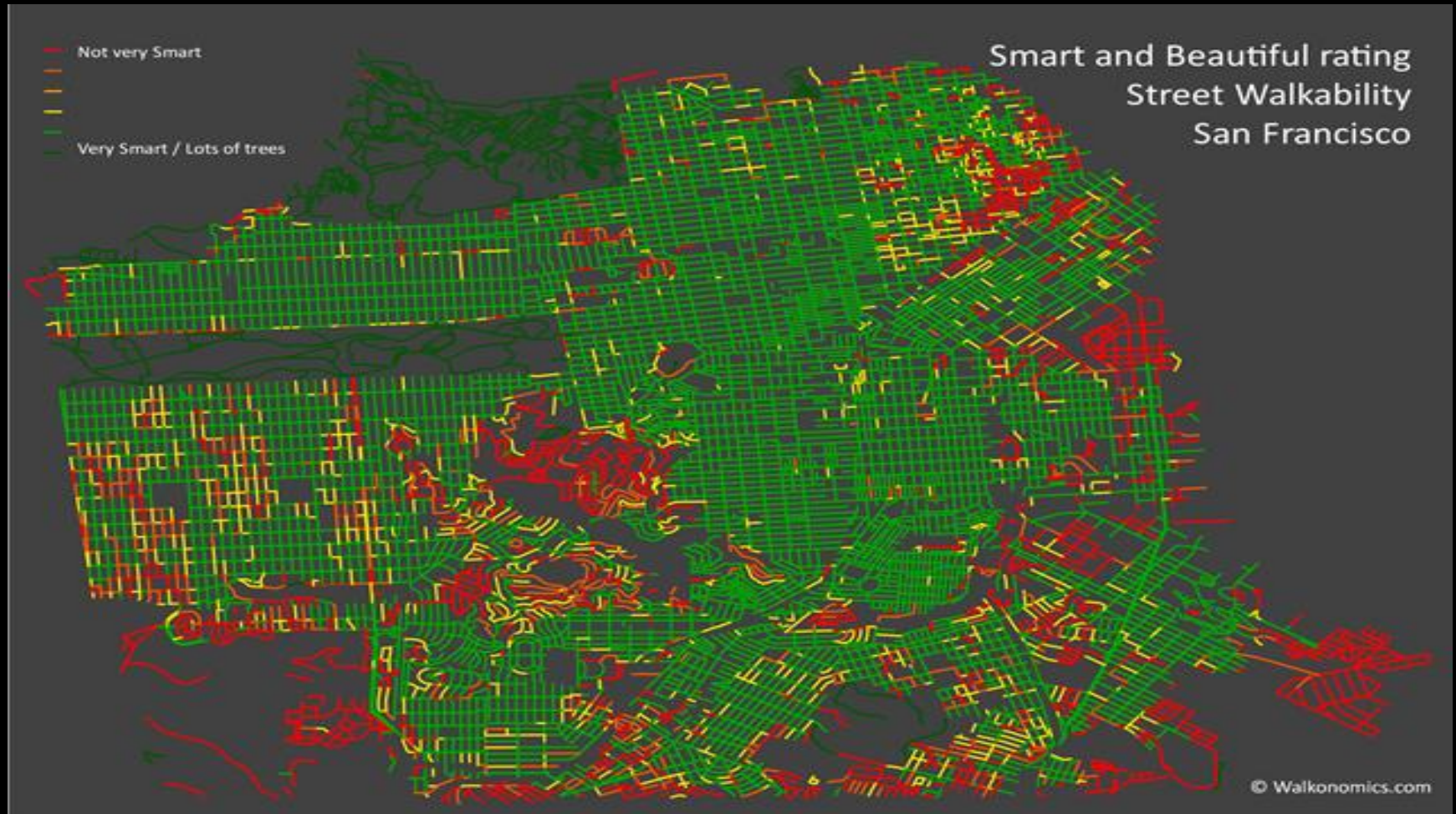
- ESRI is also involved in modeling walkable streets, for example as a project with the City of Halton
- Complete Streets

# Walkable Streets Project

Central London Street Walkability  
Smart & Beautiful rating

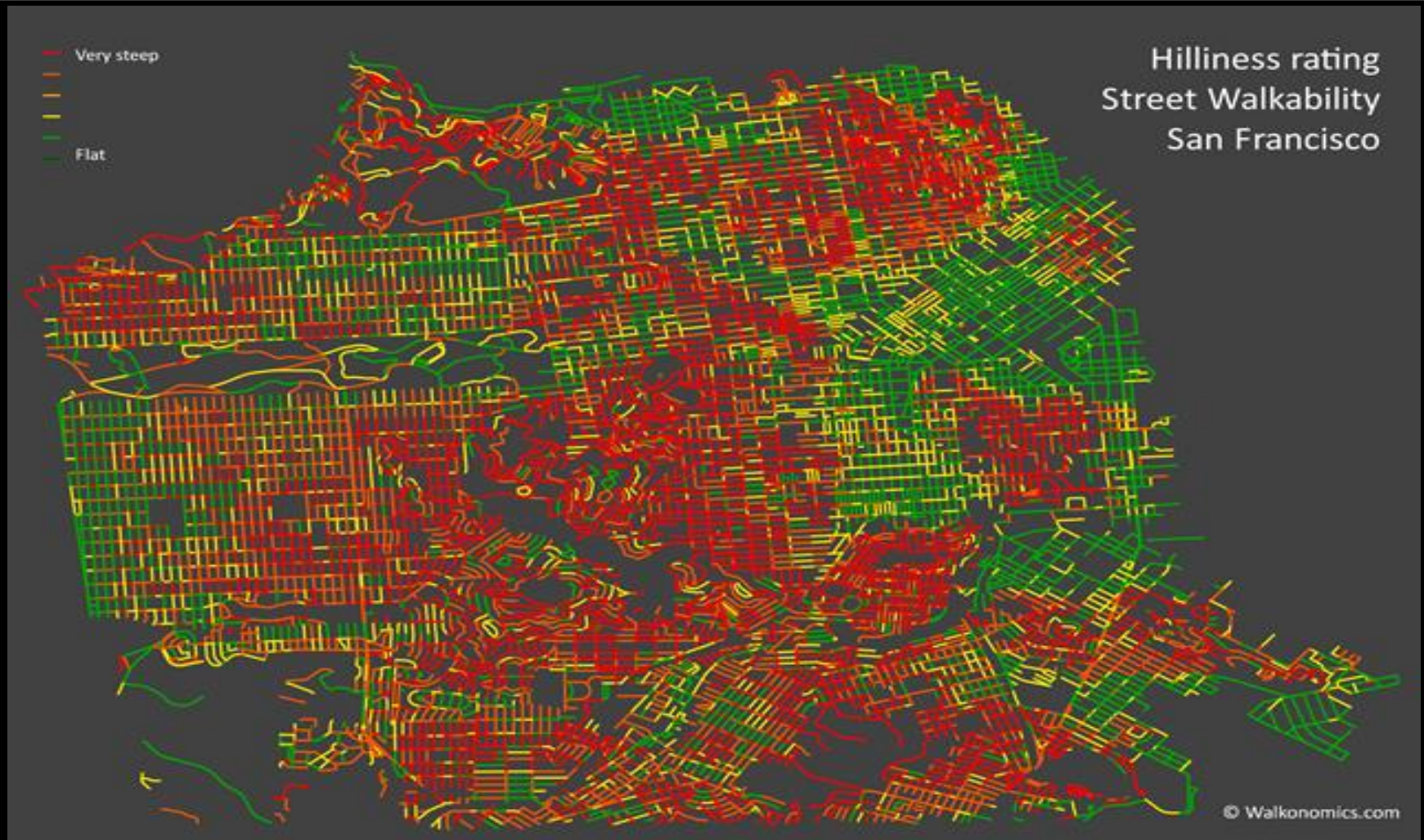


# San Francisco



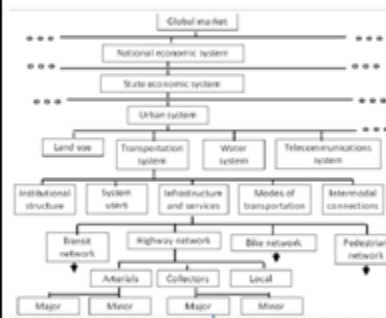


# San Francisco



# iCity concept of city systems as nested structures

Figure 2: Hierarchical Approach to Urban Systems



Meyer & Miller (2013)

Each system decomposes into sub-systems; E.g., “the” transportation system consists of:

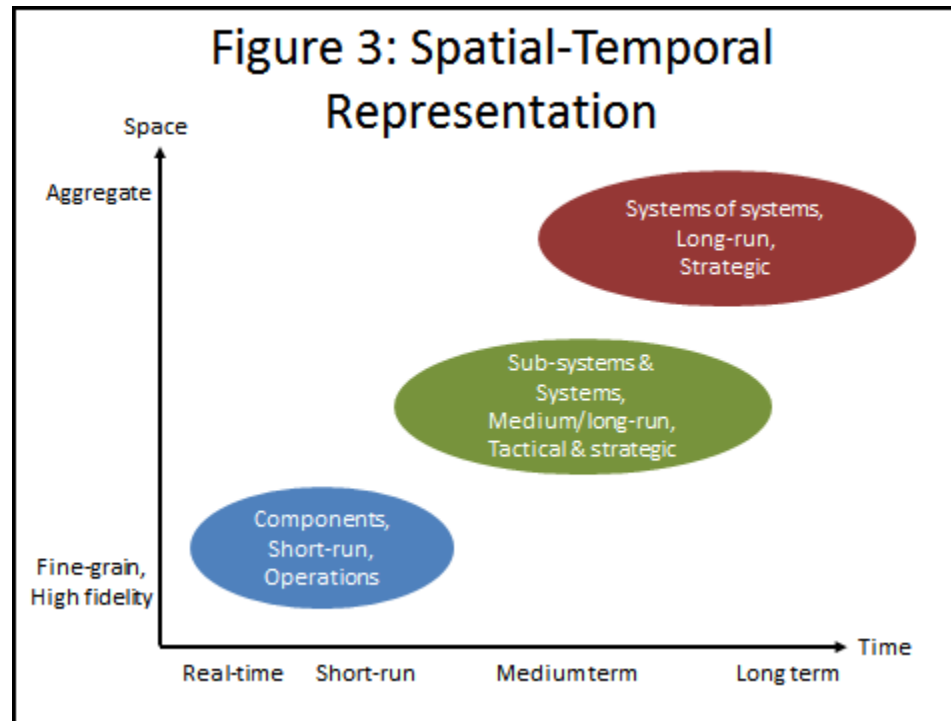
- The road system
- Transit system
- Active transportation system
- Operating agencies
- ....

Each “system” interconnects & interacts with other systems



Cities (urban regions) are “systems of systems”.

# Modeling systems relationships



# Betaville and Story Facets visualization tools

- *Design Approach*
  - Communication Centered
  - Collaboration- Minded
- *Visual Data/Model Integration*
  - Able to link qualitative data
  - Real-time “what-ifs”
  - Changing/historical data and data ontologies
  - Provenance

# Betaville and StoryFacets

- *Visualization Techniques*
  - Interactive Computing
  - Overview + Detail
  - Geospatial Visualization
  - Info vis
  - Comparative Visualization
- *White Boxes*
  - Ontology
  - Models – transparency
  - Provenance - retrievability

# Betaville

The screenshot displays a 3D architectural visualization of a city development project named 'Betaville'. The central focus is a large, futuristic building complex with multiple towers and green-roofed sections, rendered in a semi-transparent yellow/gold color. The surrounding area includes existing city buildings, trees, and a body of water with a ship in the distance.

**Proposal Form (Left Panel):**

- new proposal
- PROPOSAL TITLE
- PROPOSAL DESCRIPTION
- ADDRESS (optional)
- WEBSITE URL (optional)
- new version of existing design
- [Click on the model you want to update]
- VERSION DESCRIPTION
- next

**Performance Monitor (Bottom Left):**

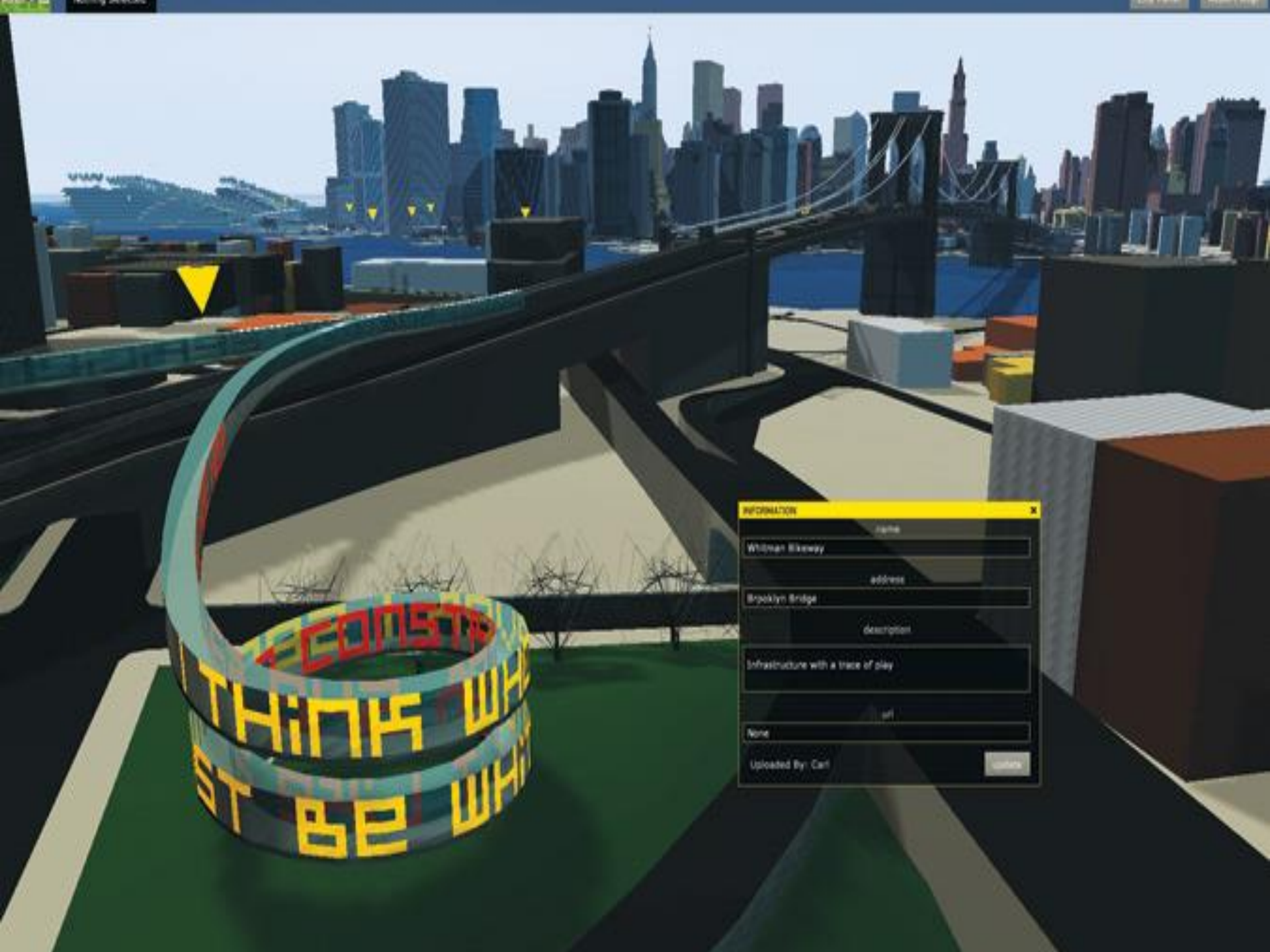
- Performance
- Frames Per Second: 30
- Triangles in Scene: 349k
- Triangles in Selected: 81k
- ✓ Round FPS ✓ Round Triangle Count

**Version List (Bottom):**

PROPOSALS	VERSIONS
Maglev Station (1)	Bud Griffis
Liberty Piers (3)	B-Ville Crew
	1 City nade
	Liberty Piers Version 2 a (very) mixed-use development
	Liberty Piers Version 3 a (very) mixed-use development, with much-needed flora

**Control Panel (Top Right):**

- No Title
- Move Speed: 1
- Rotation: 0
- Move North
- Move South
- Move Up
- Cancel



**INFORMATION** ✕

name

Whitman Ekway

address

Brooklyn Bridge

description

Infrastructure with a trace of play

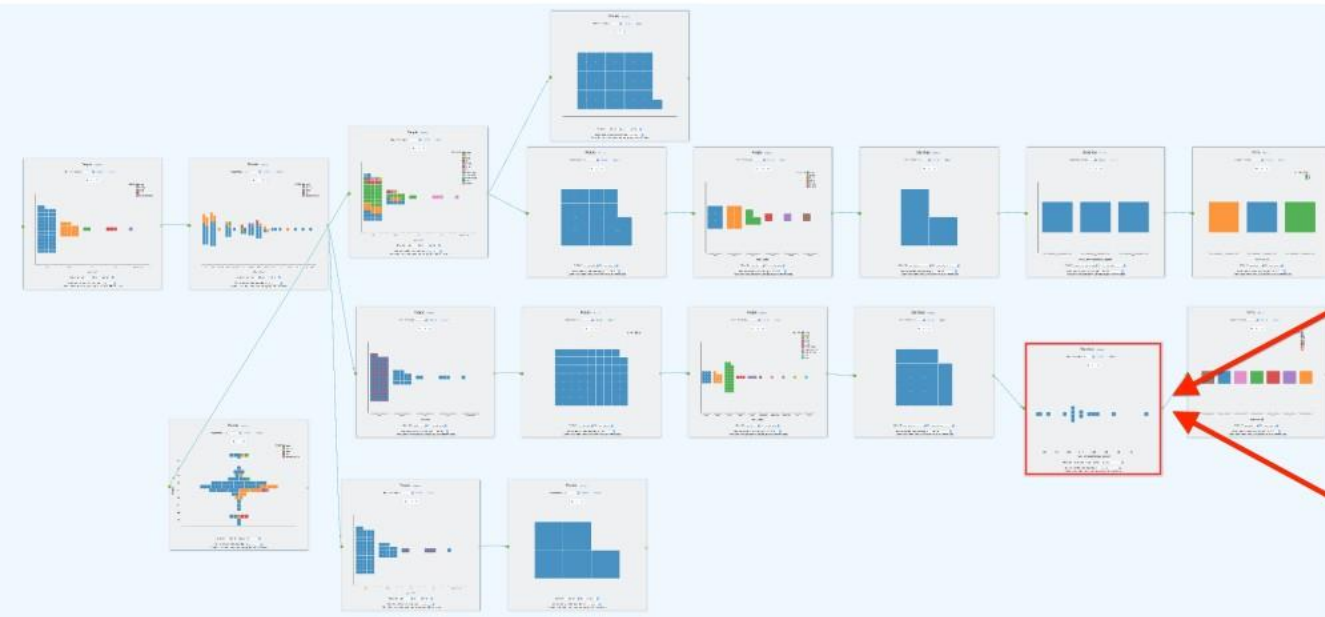
url

None

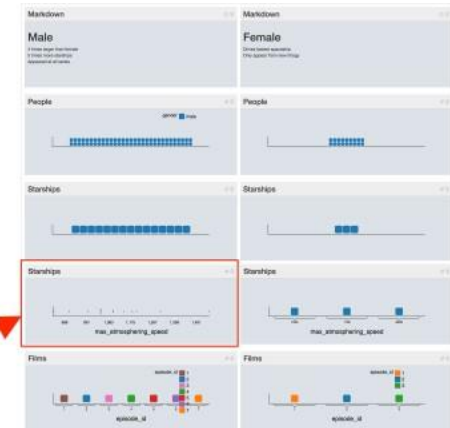
Uploaded By: Carl 🔗

# StoryFacets

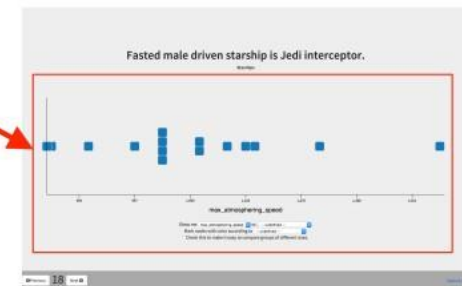
## Overview



(a) Trail Facet



(b) Dashboards or Info Graphics Facet

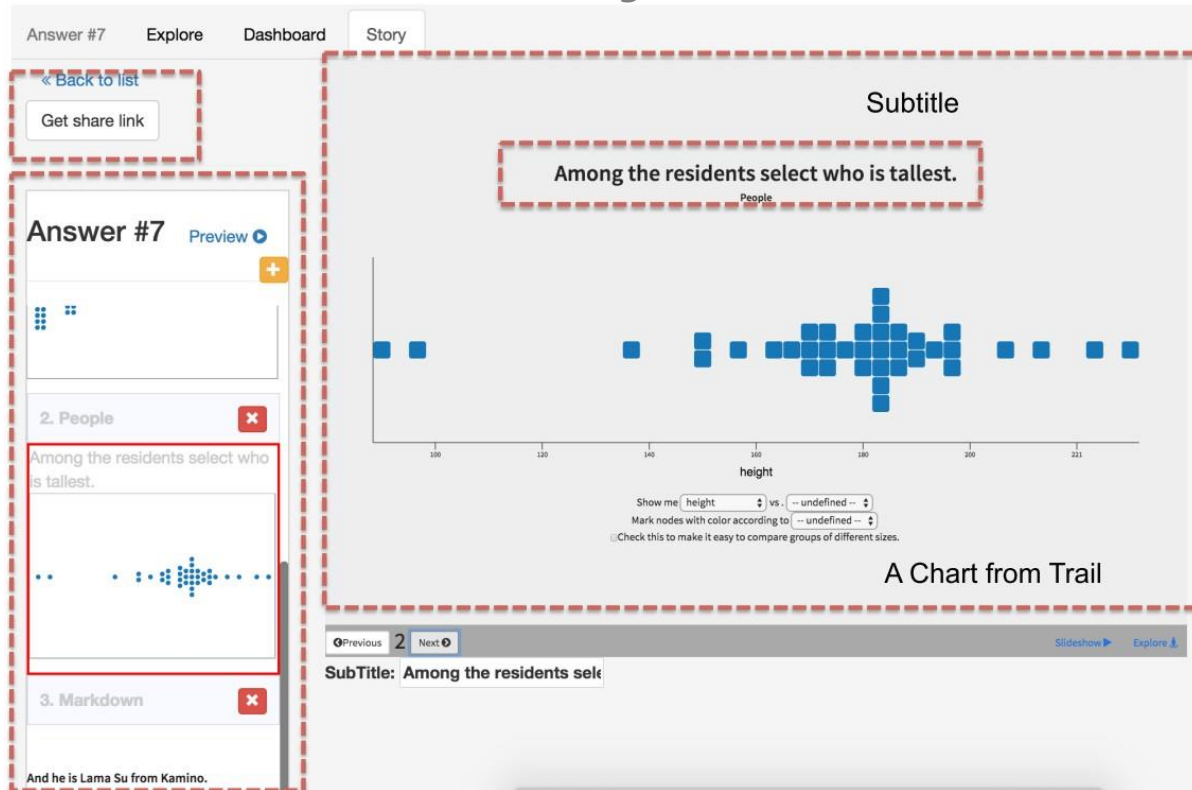


(c) Story Facet



# StoryFacets

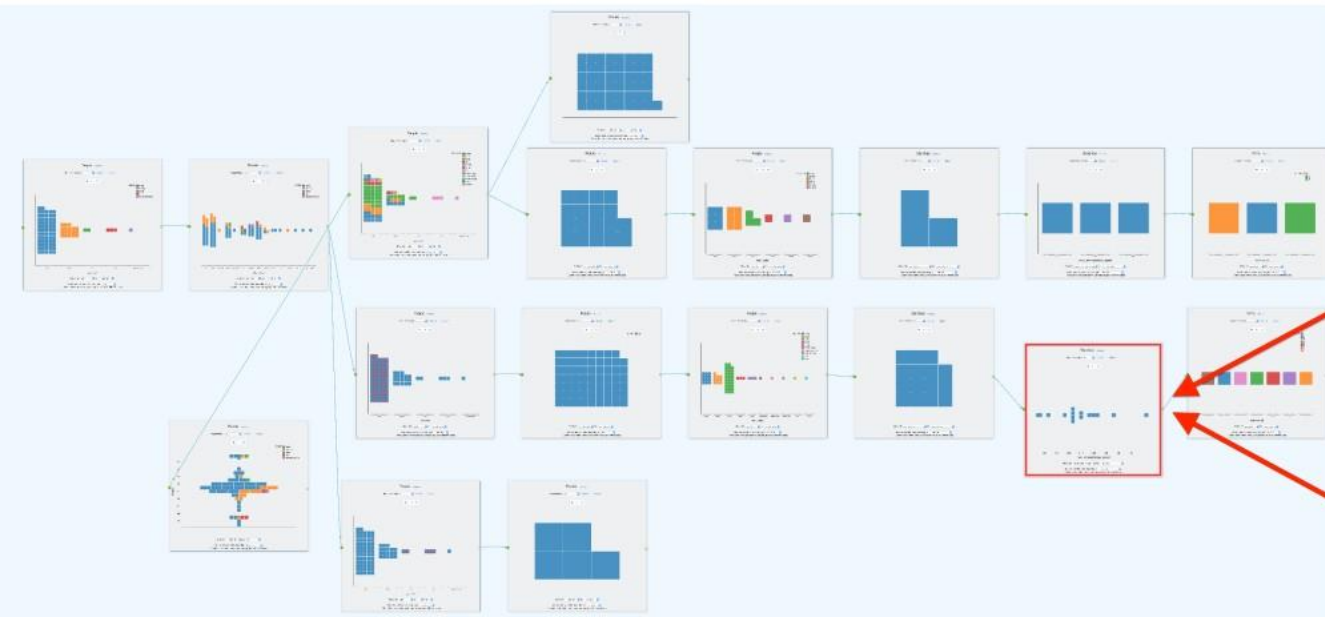
Story (slideshow) facet – Star Wars character height



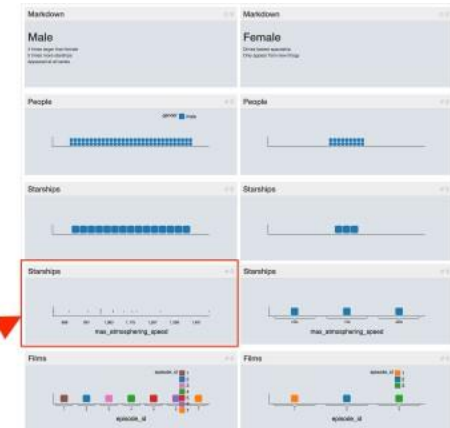
Slides Preview

# StoryFacets

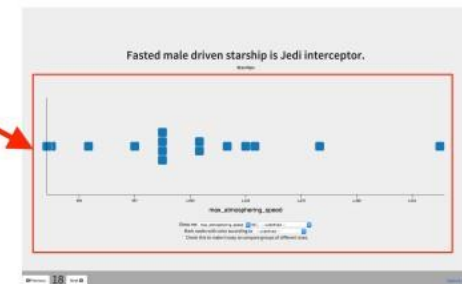
Linked back to trail facet



(a) Trail Facet



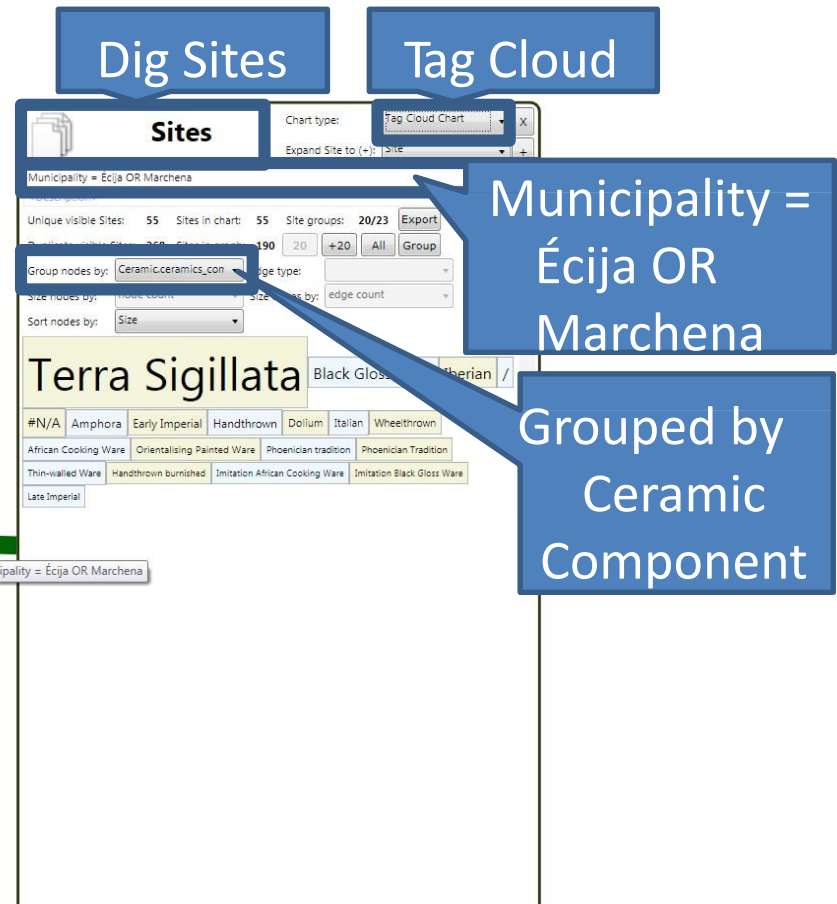
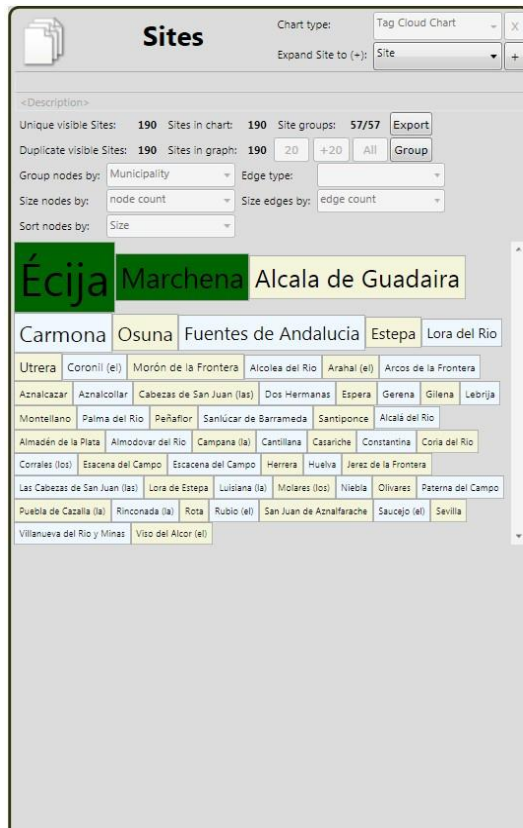
(b) Dashboards or Info Graphics Facet



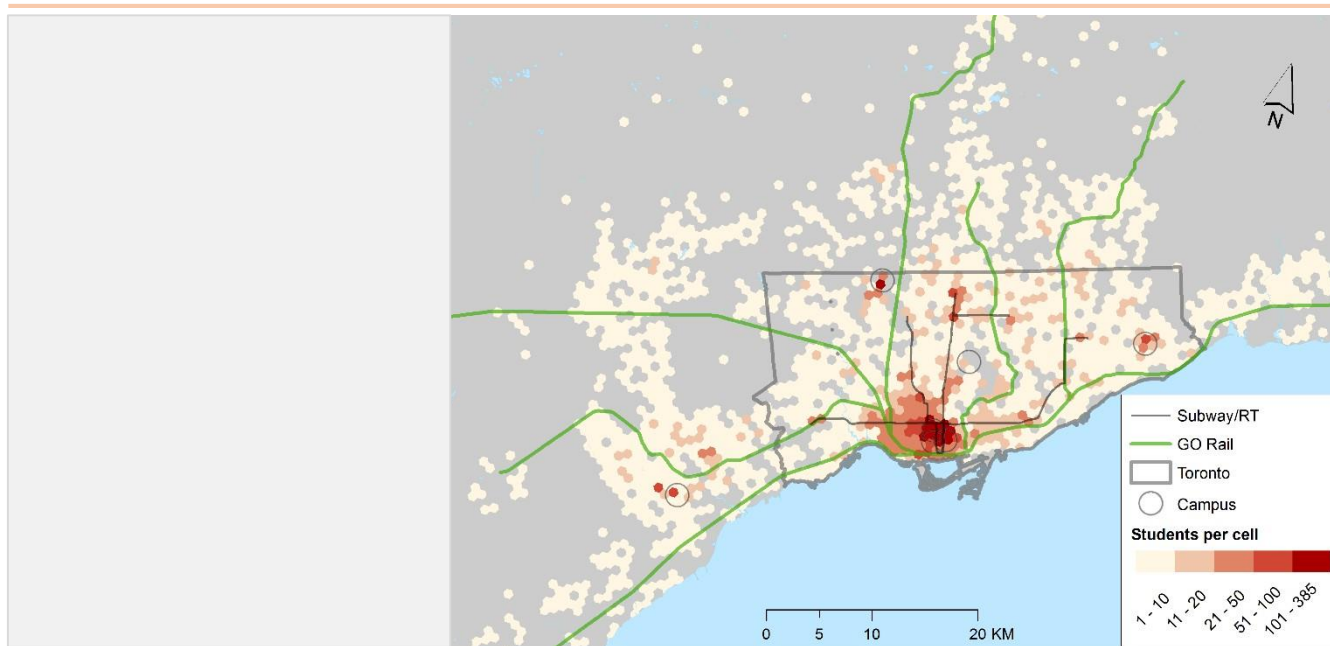
(c) Story Facet

# GraphTrail

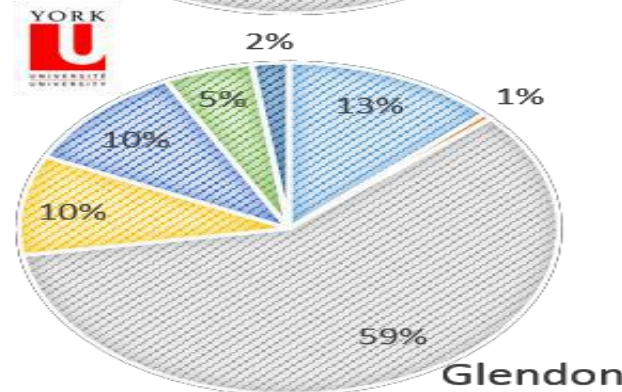
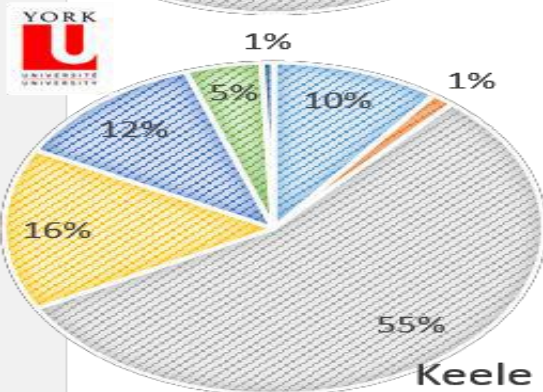
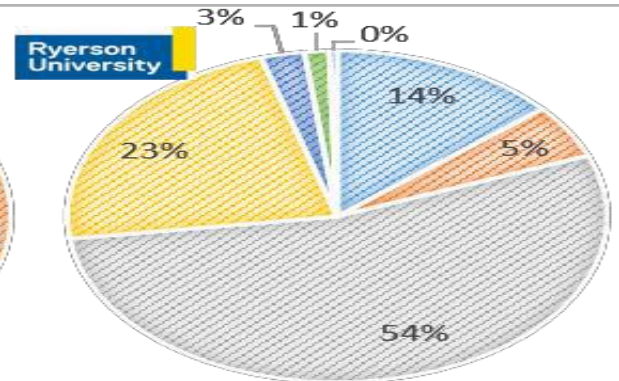
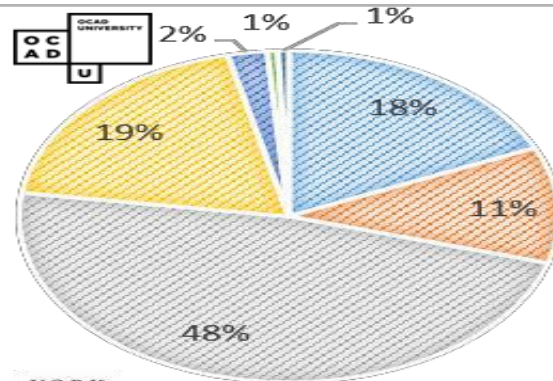
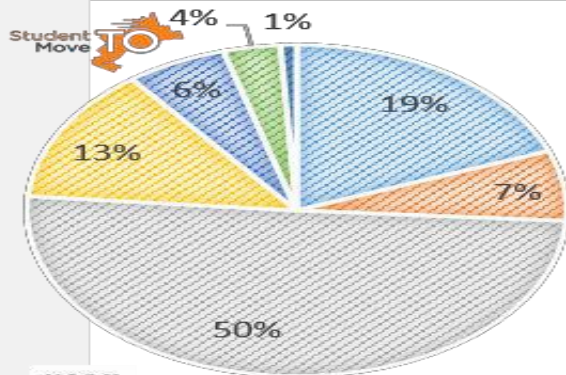
## Provenance & chart parameterization



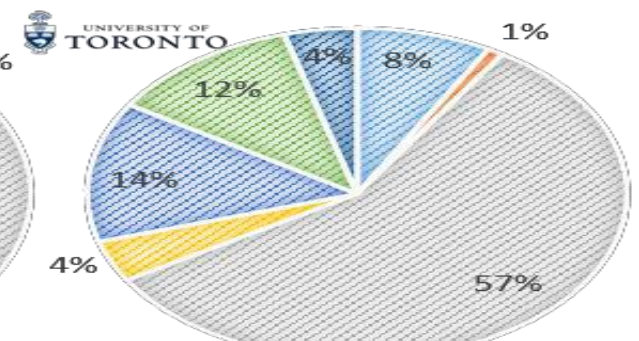
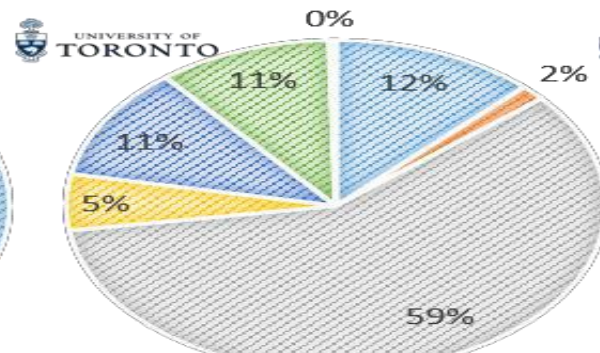
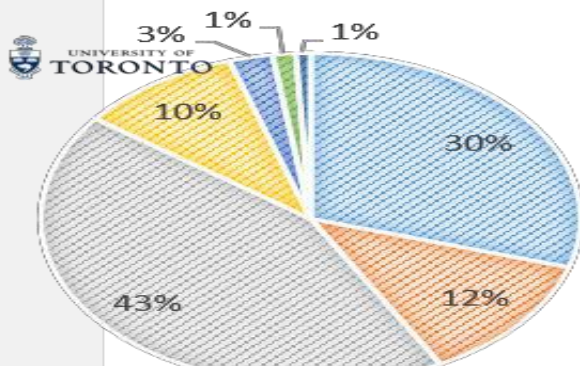
# Home Location of Respondents



# StudentMove TO



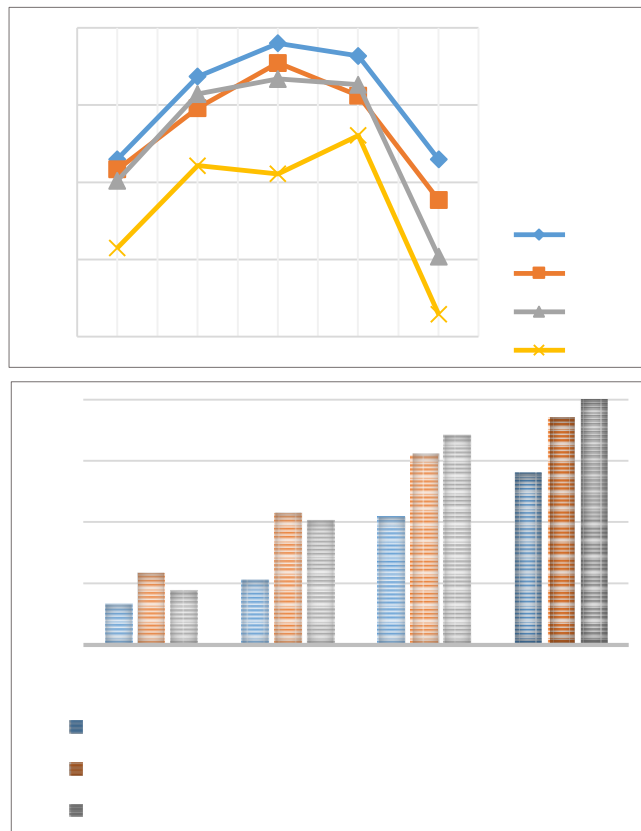
- Walk
- Bike
- Local Transit
- Regional Transit
- Solo Driver
- Rideshare
- Other



# Reason for Recent Moves

<b>Cost of housing</b>	<b>24.1%</b>
<b>The decision was out of my control</b>	<b>20.7%</b>
<b>Ability to walk or bike to campus</b>	<b>15.9%</b>
Housing qualities (space, yard, ...)	9.2%
Proximity to public transit	8.1%
Being near friends and family	7.4%
Amenities of neighbourhood (shops, parks, houses, ...)	6.3%
Other	4.4%
Walkability of neighbourhood	2.4%
Crime and safety	1.4%

# Relationships commute time and school engagement



- Percentage coming to campus daily by distance of commute
- One way commute and involvement in school: pick courses by commute time, commute discourages coming to campus, commute discourages extracurricular activity

# Work/Drivers of Change

## PERCENTAGE WHO WORK

Do not work	46%
Work part time (<10 hours per week)	20%
Work part time (11-20 hours per week)	19%
Work part time (21-30 hours per week)	7%
Work 31-40 hours per week	4%
Work > 40 hours per week	3%
Work 31-40 hours per week	4%
Work > 40 hours per week	3%

## MODE CHANGE MOTIVATIONS

<b>Change in household location</b>	<b>59%</b>
<b>Improvements to transit</b>	<b>26%</b>
<b>Decreased transit costs</b>	<b>21%</b>
<b>Increased transit costs</b>	<b>20%</b>
Worse congestion	15%
Decreased parking costs	15%
Nothing, Will not change	14%
Improved bike lanes	9%
To improve health	7%
Environmental concerns	6%
Roadwork disruptions	6%
Improved pedestrian environment	4%
Increased parking costs	3%
Added bike storage	3%



# Video Student MoveTO

- Betaville – where are students located and what is their destiny?
- StoryFacets – factors in considering a new home...