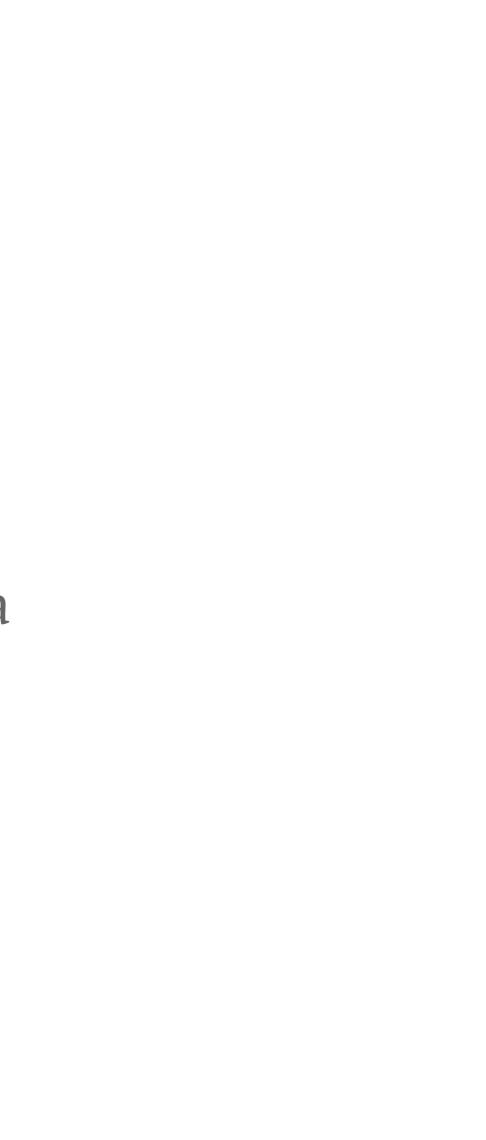
# Geographic Data Science -Lecture II (New) Spatial Data Dani Arribas-Bel

## "Yesterday"

- Introduced the (geo-)data revolution
  - What is it?
  - Why now?
- The need of (geo-)data science to make sense of it all

# Today

- Traditional data: refresher
- New sources of spatial data
- Challenges
- (Cool) examples



### Good old spatial data

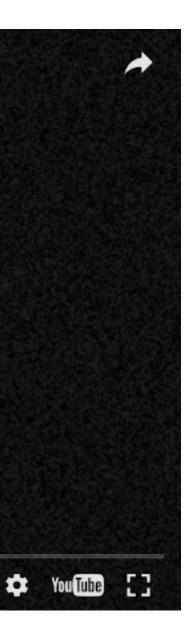
### Good old spatial data

### [source]

The US Census puts every American on the map

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## Good old spatial data (+) Traditionally, datasets used in the (social) sciences

are:

- Collected for the purpose --> carefully designed
- **Detailed** in information ("...*rich profiles and* portraits of the country...")
- High quality

# Good old spatial data (-)

But also:

- Massive enterprises ("...every single person...) --> costly
- But **coarse** in resolution (to preserve pricacy they need to be aggregated)
- **Slow:** the more detailed, the less frequent they are available

# Examples

- Decenial census (and census geographies)
- Longitudinal surveys
- Customly collected surveys, interviews, etc.
- Economic indicators

. . .

### New sources of (spatial) data

## New sources of (spatial) data Tied into the (geo-)data revolution, new sources are

Tied into the (geo-)data revolution, new a appearing that are:

- ACCIDENTAL --> created for different purposes but available for analysis as a side effect
- Very diverse in nature, resolution, and detail but, potentially, much more **detailed** in both space and time
- Quality also varies greatly

t detail but, th space and

## New sources of (spatial) data We can split them at three levels, based on how they

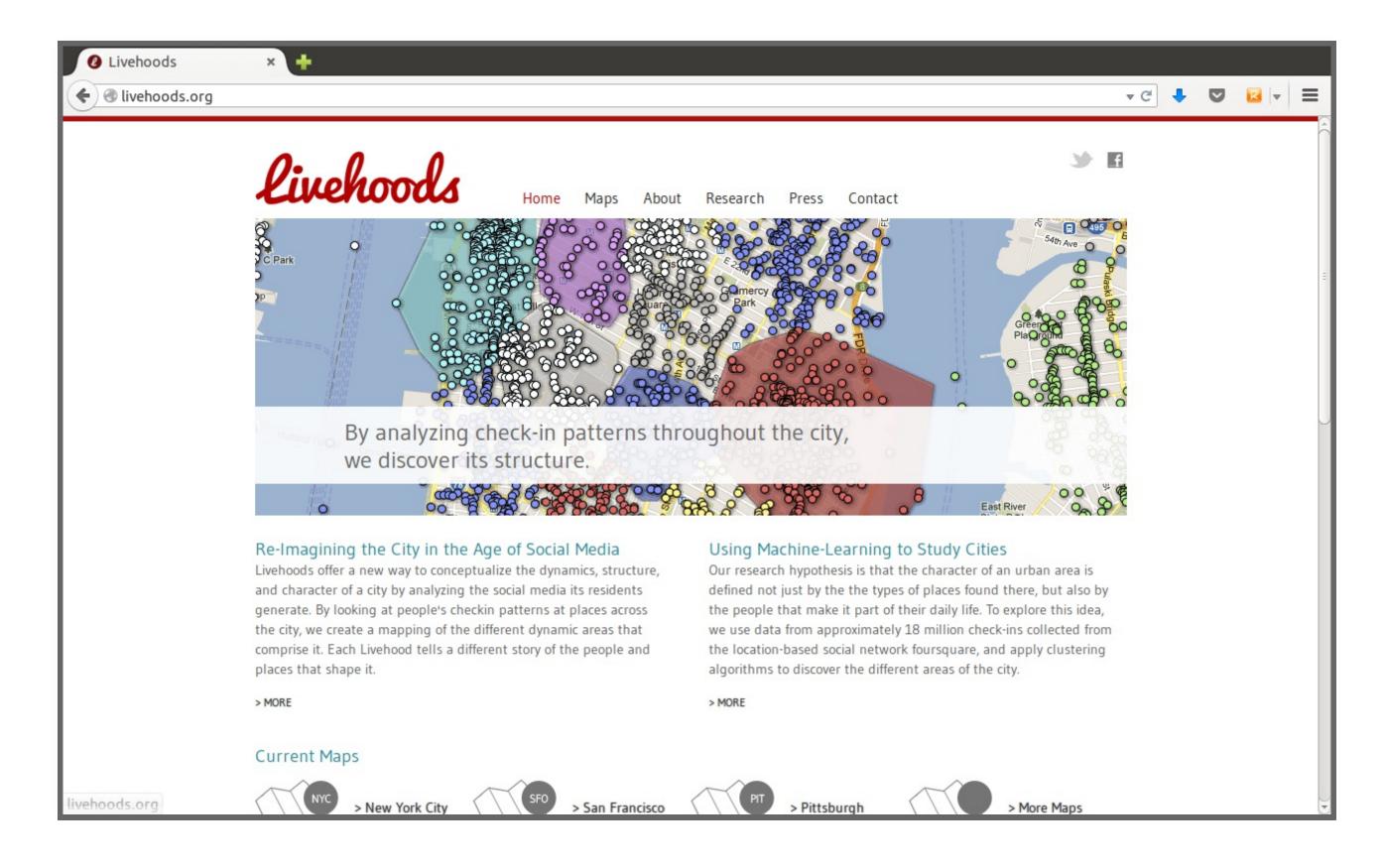
originate:

- **[Bottom up]** "Citizens as sensors"
- **[Intermediate]** Digital businesses/businesses going digital
- **[Top down]** Open Government Data

### Citizens as sensors

- Technology has allowed widespread adoption of sensors (bands, smartphones, tablets...)
- (Almost) every aspect of human life is subject to leave a digital trace that can be collected, stored and analyzed
- Individuals become content/data creators (sensors, Goodchild, 2007)
- *Why relevant for geographers?* --> Most of it (80%?) has some form of spatial dimension

## Example: Livehoods

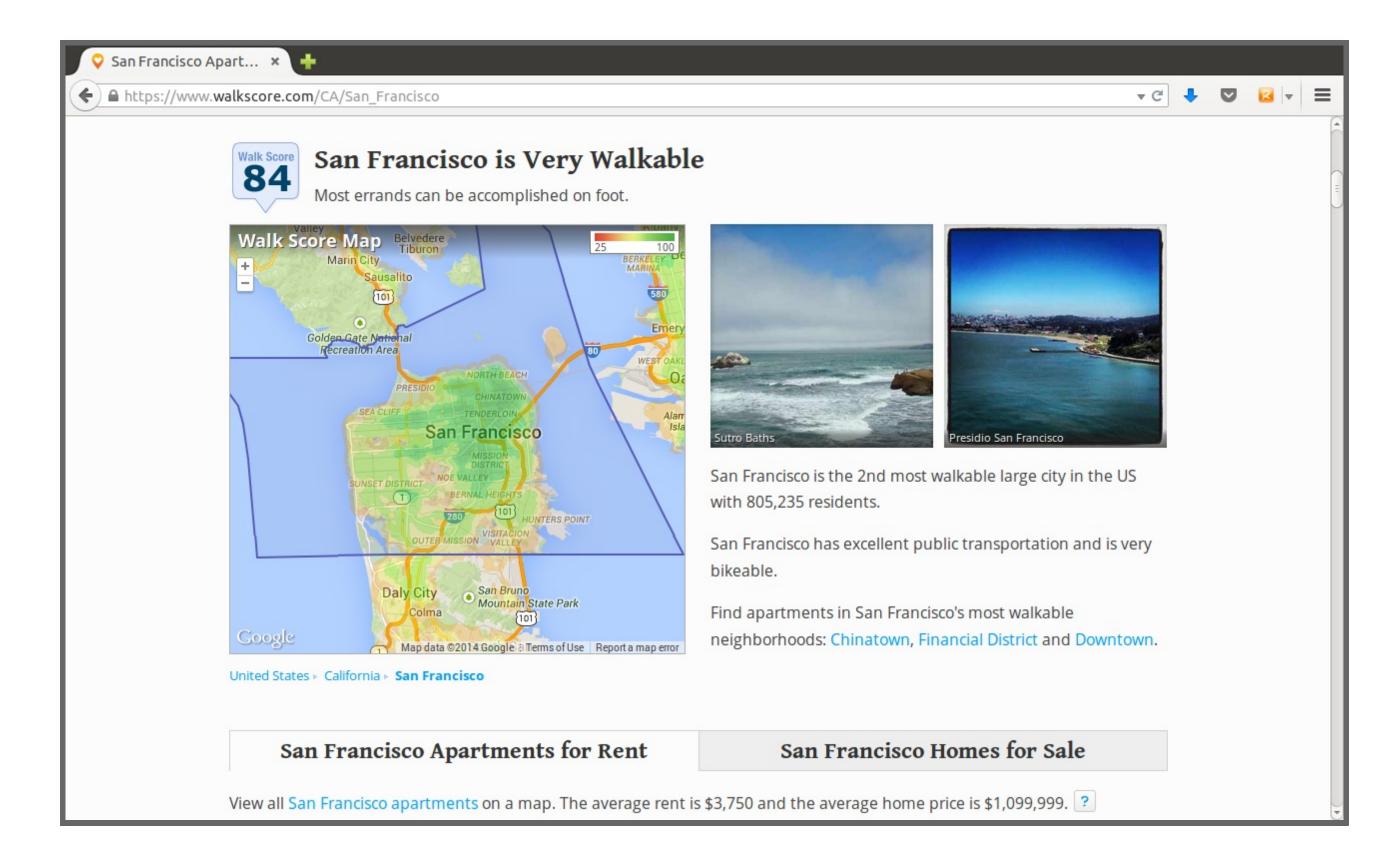




# Businesses moving online

- Many of the elements and parts of bussiness activities have been computerized in the last decades
- This implies, without any change in the final product or activity per se, a lot more digital data is "available" about their operations
- In addition, enirely new business activities have been created based on the new technologies ("internet natives")
- Much of these data can help researchers better understand how cities work

## Example: Walkscore



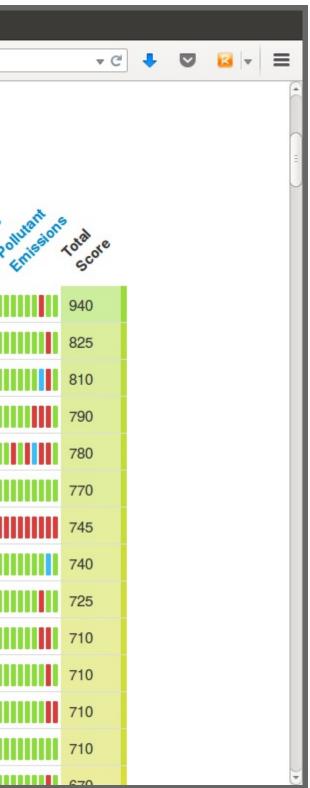
# Open data for open governments

Government institutions release (part of) their internal data in open format. Motivations (Shadbolt, 2010):

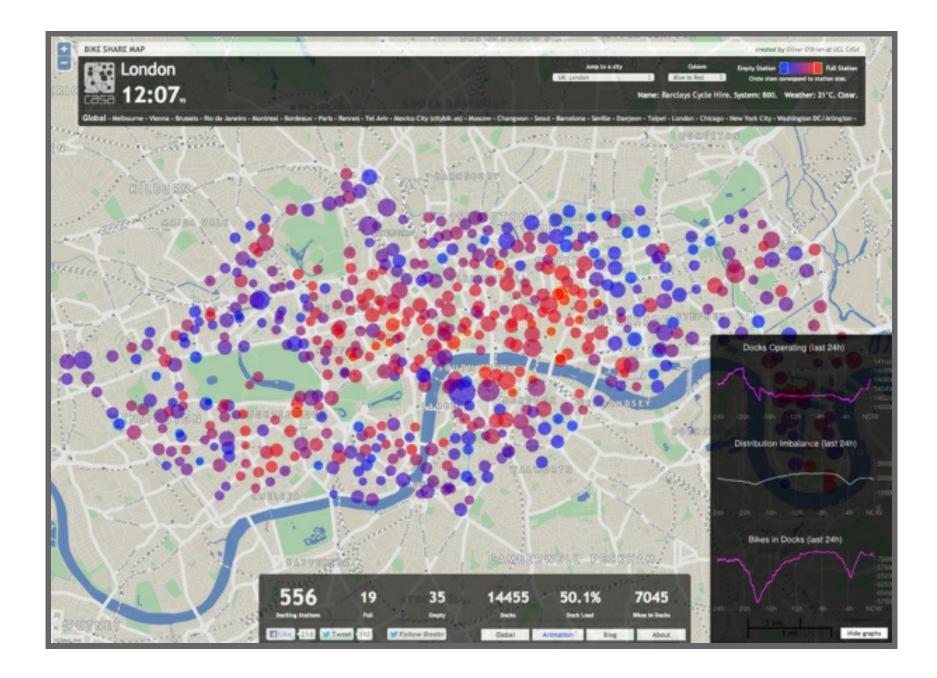
- Transparency and accountability
- Economic and social value
- Public service improvement
- Creation of new industries and jobs

### Global Open Data Index'14

Overview - C	Global O × 🕂	
e global.cer	nsus. <b>okfn.org</b>	
	Key: Yes No	Unsure No data
	Sort <ul> <li>alphabetically</li> <li>by score</li> </ul>	Transport es overnnent Governnent Budion Election company Hallonal Hallonal Legislation Postcodes Postcode
	1 United Kingdom	
	2 Denmark	
	3 Finland	
	4 Romania	
	5 Colombia	
	6 Norway	
	7 Uruguay	
	8 United States	
	9 Taiwan	
	10 Australia	
	11 Chile	
	12 New Zealand	
	13 Sweden	
global.census.okf	n.org/dataset/spending	



### Example: BikeShare Map



### Source



- Geo-referenced tweets
- Land-registry house transaction values
- Google maps restaurant listing
- ONS Deprivation Indices
- Liverpool bikeshare service station status

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## Challenges

# Challenges

- Bias
- Technical barriers to access
- The need of new methods

### Bias

- Traditionally, data used by urban researchers meets some quality standards (representativity, accuracy...)
- The accidental nature means new data sources will not always meet such standards
- This implies researchers need to have extra care and put more thought into what conclusions they can reach from analyses with new sources of data
- In some cases, bias can even run in favour of researchers, but this should never be taken for granted

# Technical barriers to access

- Much of these data are available
- However, their accidental nature makes them not be *directly* available
- Usually, a **different set of skills** is required to tap into their power
  - Basic programming
  - Computing literacy (understanding of the internet, APIs, databases...)
  - Software savvy-ness (a.k.a. "go beyond Word and Excel")

# (New) Methods

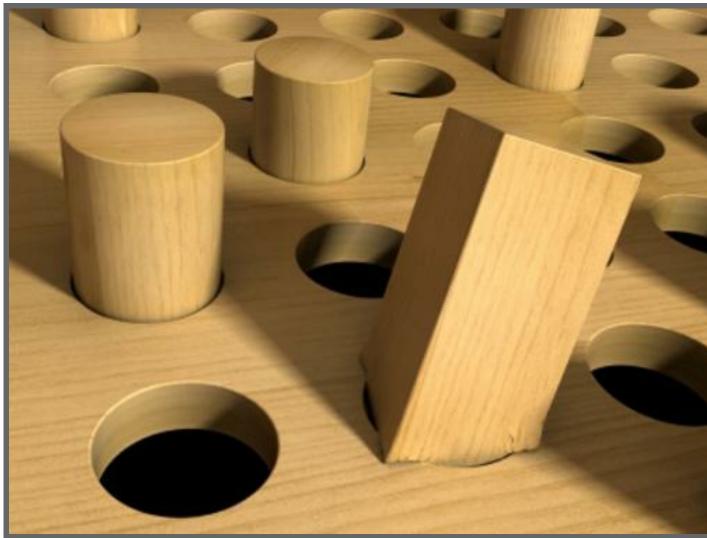
The nature of these data is not exactly the same as that of more traditional datasets. For example:

- Spatial aggregation: Polygons Vs. Points
- Temporal aggregation(frequency): Decadal Vs. Real-time

Some of this does not "play well" with techniques employed traditionally to analyze data in Geography.

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### (New) Methods



### [source]



# (New) Methods

To be able to extract as much insight as possible from these new sources of data --> *borrow* techniques from other disciplines, or even *create* new ones

Examples:

- Visualization
- Machine learning

But also others like bayesian inference, network science...

## Methods - Visualization

- Display of graphical summaries
- Arguably, not new to Geography, but more emphasis should be put on it
- Powerful to both *obtain* (explore the data) and *communicate* findings (tell stories with data)

**Example: Public Transit in Boston** 

# Methods - Machine learning

- Originated in computer science, blended with statistics
- Focus on prediction and pattern recognition
- Two main types of learning:
  - **Supervised**: present the computer some true relationships to "learn" a model, then use the model to infer others where no prediction is available (e.g. Google flu trends)
  - **Unsupervised**: "let the data speak"... and the machine pick up the structure (e.g. Livehoods)

## New + Old

**Traditional** data:

- High quality, detailed, and reliable
- Costly, coarse, and slow

### Accidental data:

- Cheap, fine-grained, and fast
- Less reliable, harder to access, and potentially uninteresting

## New + Old

**Traditional** data:

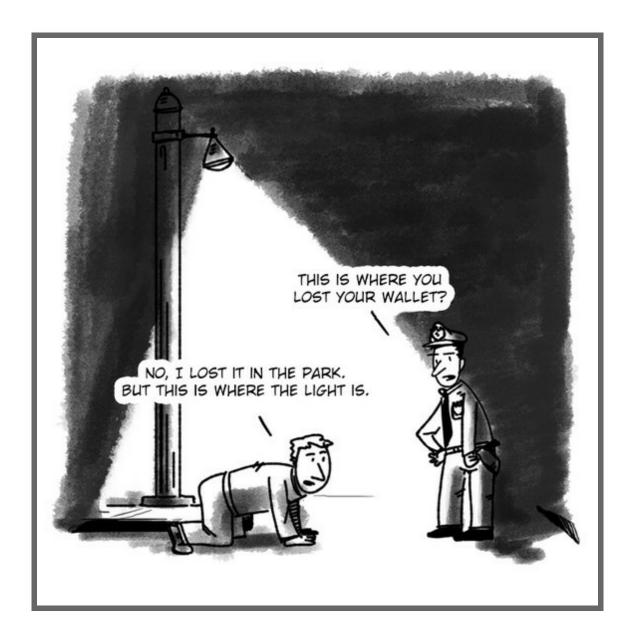
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--> 1 + 1 > 2

### Avoid the streetlight effect



### [source]



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