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## VitalVizor: A Visual Analytics System for Studying Urban Vitality

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# Urban Vitality

- Urban design is about place-making [Buchanan 1988, p.33].



Urban Design Process

- Vitality is the first basic elements of good urban form [Lynch's 1981, p. 113].



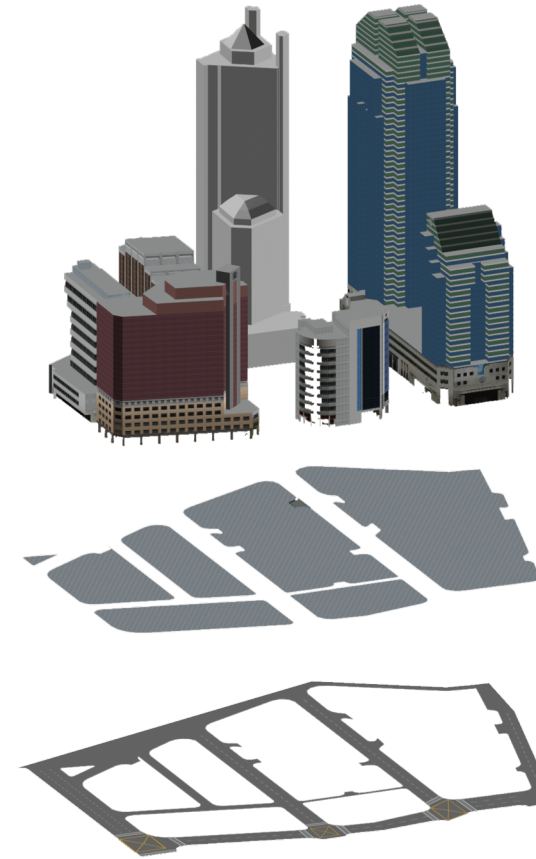
Urban design is essential about  
improving urban vitality!

# Urban Vitality

- The term 'urban vitality' is implicit and vague
  - *Diversity* [Jacobs, 1961]
  - 1) *Visual*, 2) *functional*, 3) *environmental*, and 4) *vibrant urban experiences*, or *urbanity* [Cook, 1980]
  - Urban composition not only *functions* properly but *pleasing in appearance* [Rowley, 1994]
- A gap between theory and practice
  - From qualitative descriptions to quantitative metrics
  - A visual analytics system
    - Locate which areas are vital/unvital
    - Identify what factors make the places vital/unvital

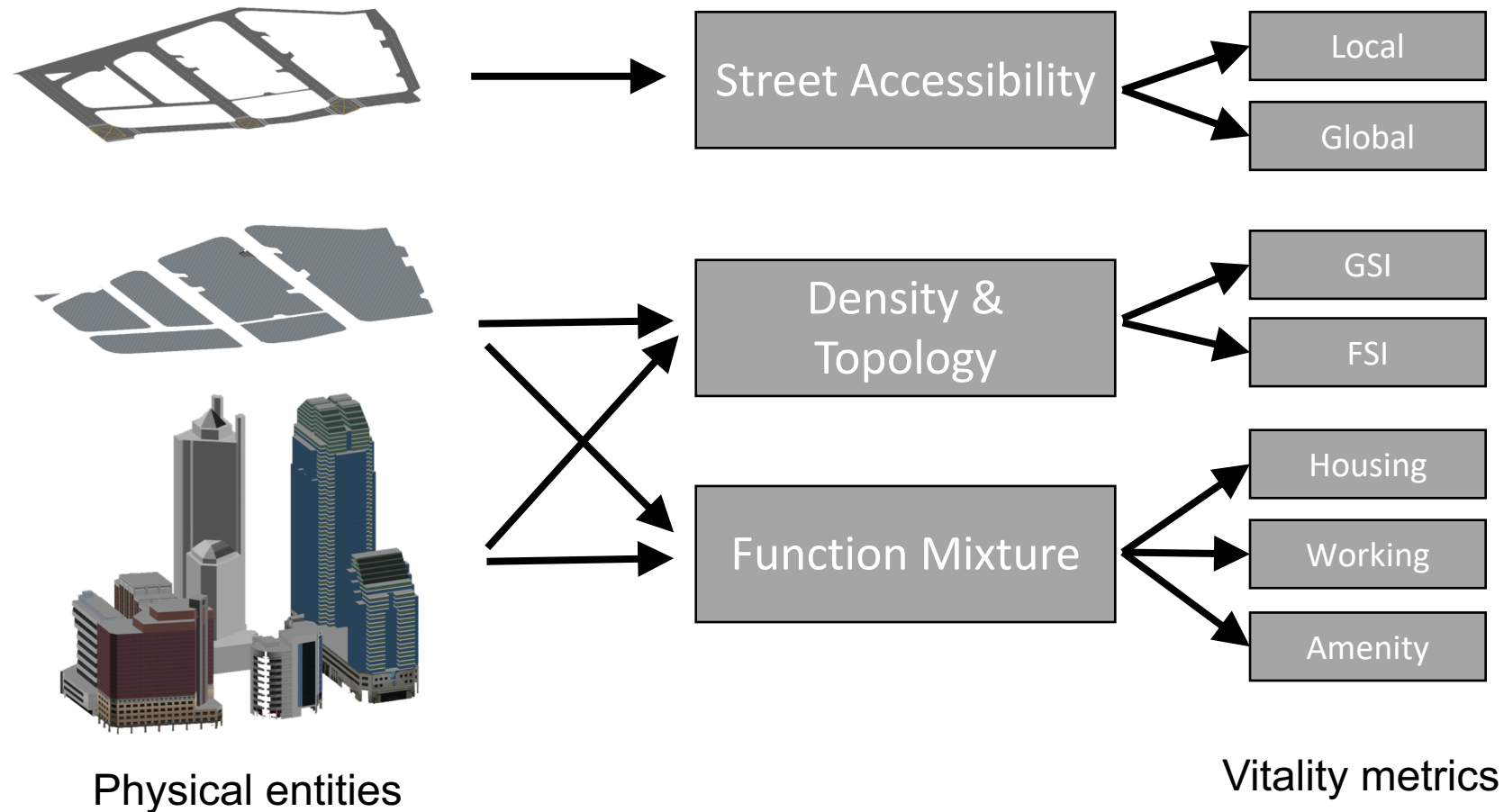
# Vitality Metrics

- Quantitative metrics for 'urban vitality'



# Vitality Metrics

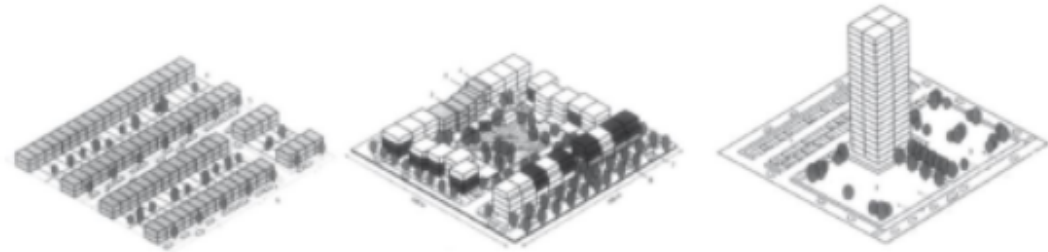
- Quantitative metrics for 'urban vitality'





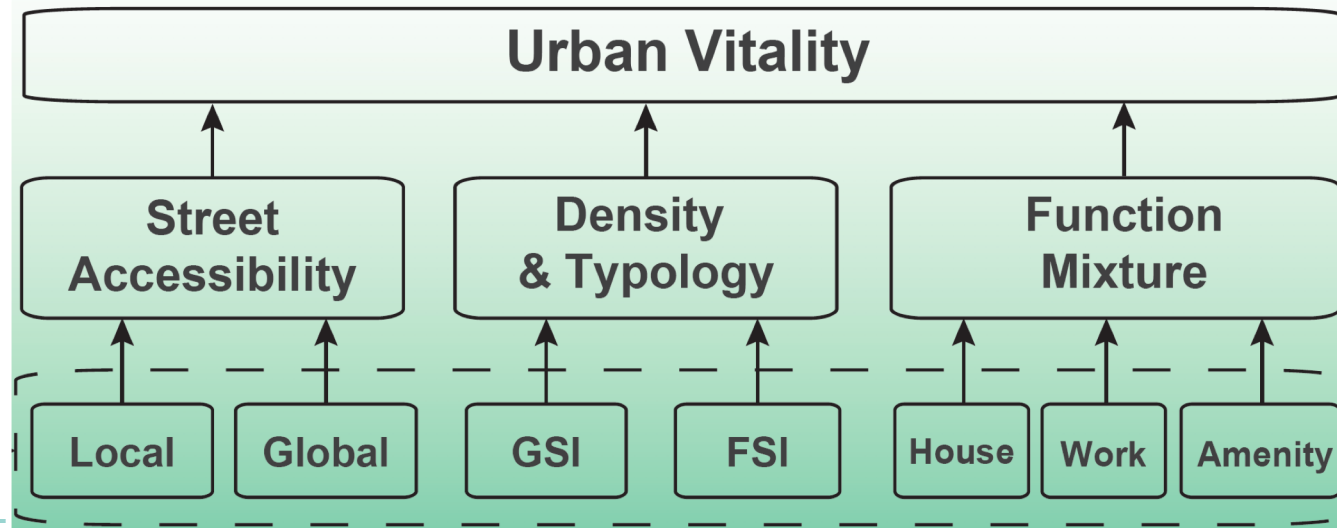
# Vitality Metrics

- Street accessibility (<https://sdna.cardiff.ac.uk/sdna/>)
  - Mean Angular Distance (MAD)  $SAD(x) = \sum_{y \in R_x} d\theta(x, y) P(y)$
  - Betweenness centrality
- Density & topology
  - Ground space index (GSI):  $GSI = \frac{A_{ground}}{A_{total}}$
  - Floor space index (FSI):  $FSI = \frac{A_{floor}}{A_{ground}}$
- Function mixture
  - Housing, working, and amenity
  - Mono-functional, bi-functional, mixed, and highly-mixed



# Data Characterization

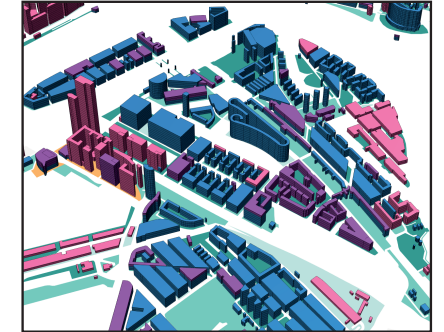
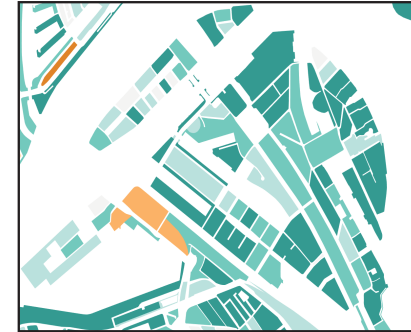
- Physical entities by nature exhibit ***geospatial*** information
  - Buildings → 3D
  - Blocks → 2D, multiscale
  - Street networks → 2D, graph
- Vitality metrics are ***multi-dimensional*** and ***hierarchical***





# Map View

- Design choices
  - Street network → 2D polyline
  - Blocks → 2D polygon
  - Buildings → 3D
- Color scheme: streets and blocks
- Interaction
  - Map navigation
  - Selection by district, lasso, or rectangle

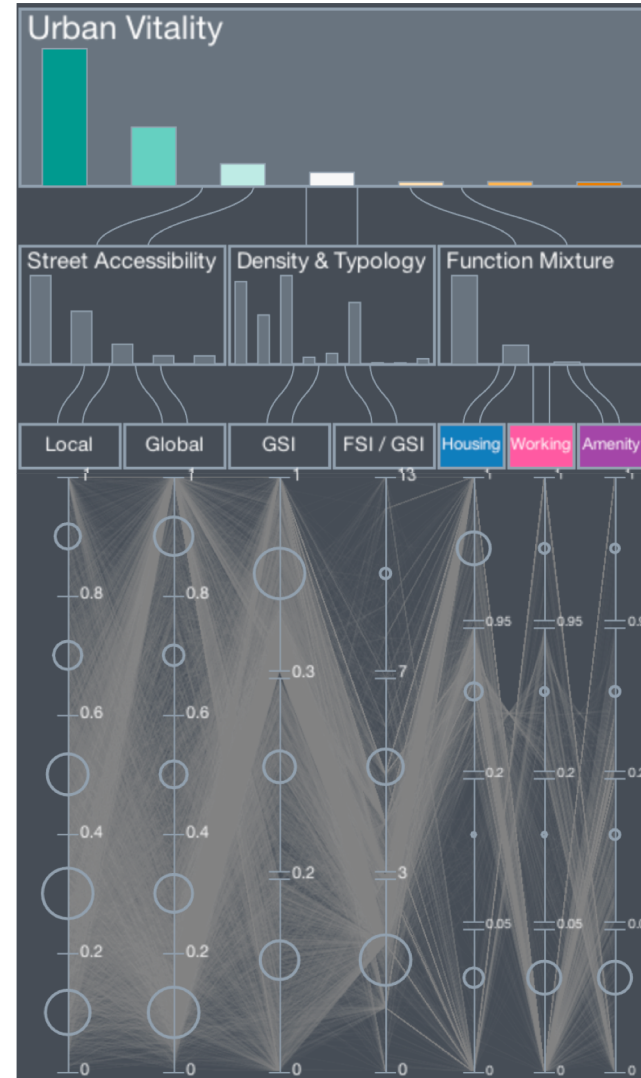


■ Housing ■ Working ■ Amenity



# Metrics View

- Design choices
  - Hierarchical relationship  
→ tree-structure diagram
  - High-dimensional information  
→ PCP
- Interaction:
  - Filtering



Demonstration speaks  
louder than conversation!

谢谢!

Thank  
You!

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