Transit Accessibility Explorer A Web-based Visualization Tool

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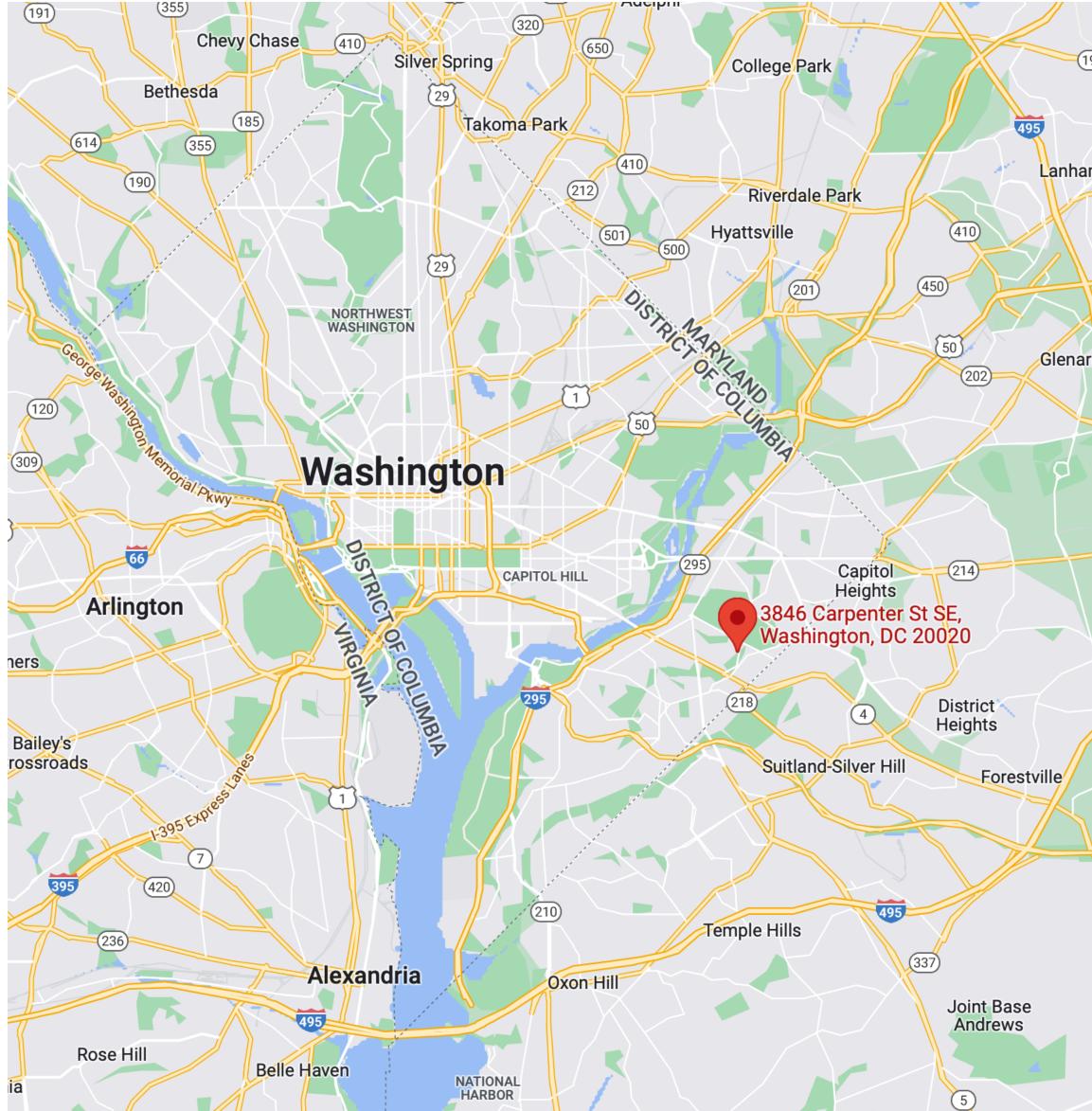
Overview

- Part I: Introduction
 - Context
 - The project
 - Accessibility metrics
- Part II: Live Demo
- Part III: Data & Web Application
 - Metric computation
 - Technology stack and application workflow
 - Future improvements

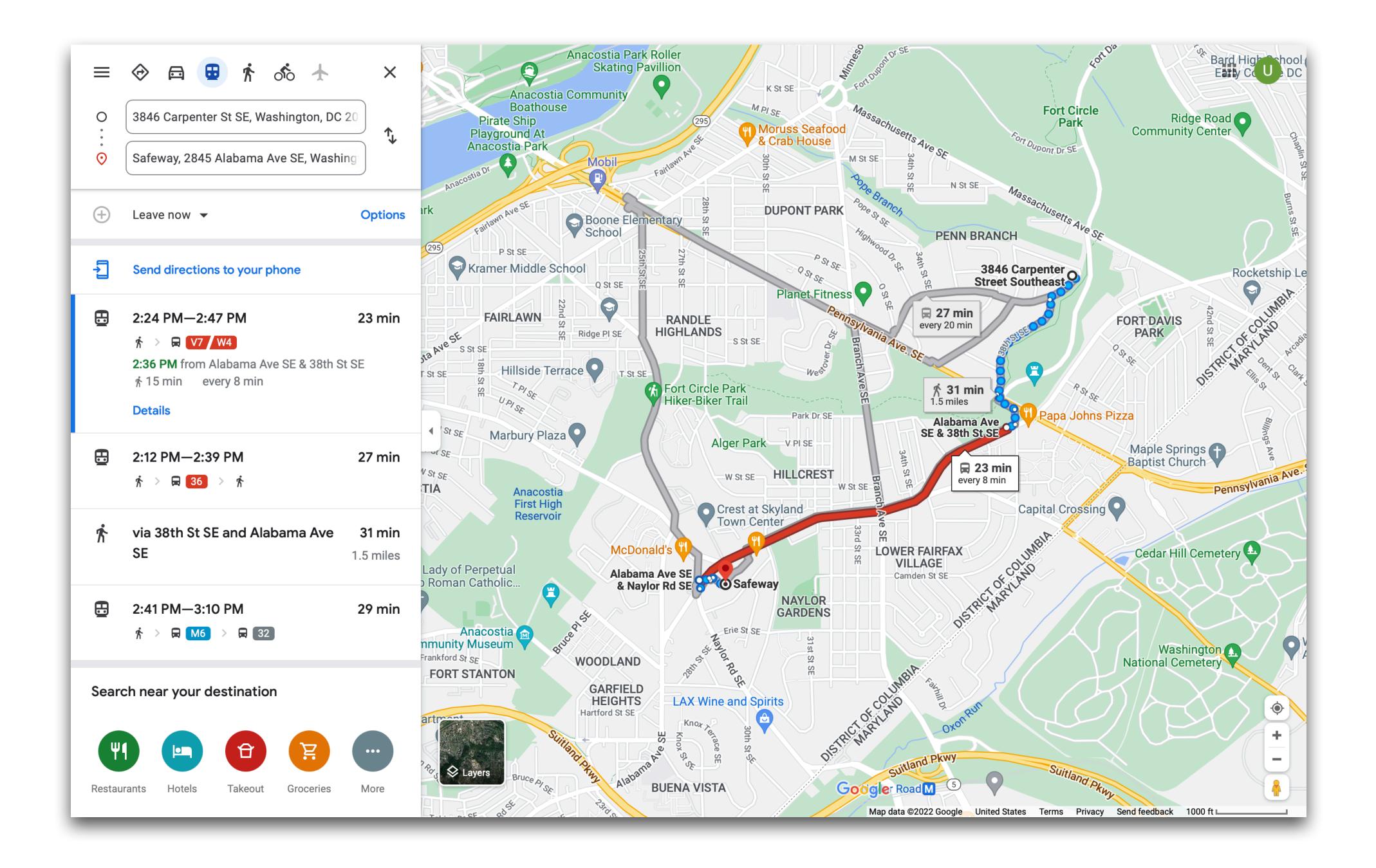
Part I: Introduction

Accessibility characterizes the ease of reaching different destinations from a starting location

Say you live in NE Washington, DC at the red marker and you don't have a car, how easily can you get to a supermarket where you can buy fresh foods?







Why is this important?

- Low accessibility could mean lower quality of life, especially without cars
 - Food deserts => fast food instead of fresh food
 - Lack of green space access => poorer health outcomes?
 - Need to take more time off work to make a trip to preventative health care facilities => fewer incentives to go
 - Spatial mismatch of jobs and job seekers
- Often related to spatial inequities
- Mobility != accessibility



Transit Accessibility Explorer

- Even though highly critical, accessibility is not widely adopted by practitioners/citizens
- Transit Accessibility Explorer is a web-based visualization tool aimed at increasing public awareness
 - Stakeholders can explore accessibility levels in their cities

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- Introduce accessibility as a concept
- Do the heavy lifting needed to calculate metrics of accessibility and visualize them
- Allow users to explore relationships between accessibility and socioeconomic indicators as well as potential spatial inequities





But wait...

Accessibility as a concept alone is not enough. We need to define some metrics to measure it!

(In this project, we focus on transit accessibility.)

2 metrics of accessibility (for this prototype of Transit Accessibility Explorer)

- Metric 1: Avg. time to reach the closest community asset of some type (e.g., a supermarket) starting from a census tract
- Metric 2: The number of community assets reachable from a census tract via public transit within a given time threshold (e.g., 20 minutes)
- Accessibility metrics can be computed for many types of community assets
 - Supermarkets, parks, preventative health care services, libraries
 - Even jobs! (Accessibility and job spatial mismatch are closely related)

Part II: Let's look at the app (+ UI/UX design)

Note: I designed the tool with the 3 objectives in mind.

localhost:3000

(It'll make more sense when we come back to discuss technical things.)

Part III: Data (Metric Calculation) & Web Application

Data: Accessibility Metrics Main ingredients needed for calculation

- **Destination locations**
 - data from OpenStreetMap via Overpass
- Transit stops, routes, stop times
 - General Transit Feed Specification (GTFS) data via WMATA API
- Graph routing algorithm the bulk of time was spent here
 - GTFSpy

Accessibility Metric Calculation

- Metric 1 (focus on supermarkets and buses as the mode of transit)
 - Recall definition: Avg. time to reach the closest community asset of some type
 - Idea: find the closest supermarket by bus from each bus stop in a census tract and average travel times to these supermarkets over all origin bus stops in the tract
- Large number of origin-destination stop pairs — use parallel computing to reduce computation time

Algorithm Outline

- For each bus stop in each census tract in Washington, DC
 - Calculate travel times to all other bus stops within walking distance of a supermarket (e.g., within a 500m buffer) using a routing algorithm
 - Record the fastest time
- Average all the fastest times over all bus stops in a census tract to get a value for Metric 1 for that tract
- Repeat procedure for all census tracts in DC

Web Application **Technology Stack**

Backend JavaScript Express NodeJS PugJS Frontend JavaScript ► CSS ► HTML Mapping Mapbox GL JS N/A (GeoJSON stored on server) Database

- - Bootstrap

Web Application Logic & Workflow



Routes to app page; loads and parses GeoJSON as a string object and passes it to client side while rendering the page

Creates HTML containers; parses data string as GeoJSON; creates 2 Mapbox objects and adds GeoJSON data as source.

Adds data layers with manually-defined discrete value stops for colors

Adds mouse-hover event listener to each map for showing popup box

Adds toggleable menu buttons for switching between different data layers

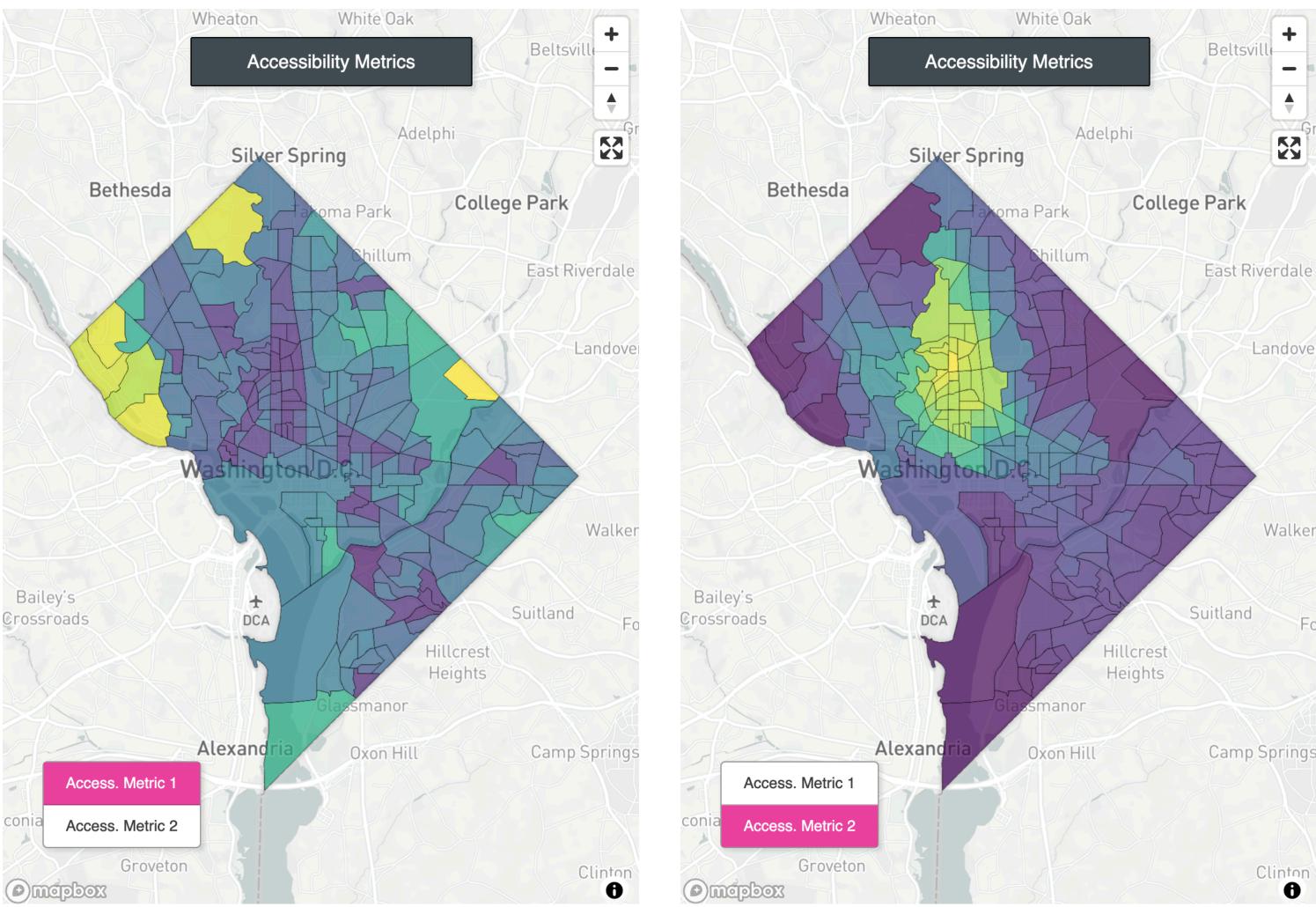
Server-side application

Client-side application

Web Application Logic & Workflow

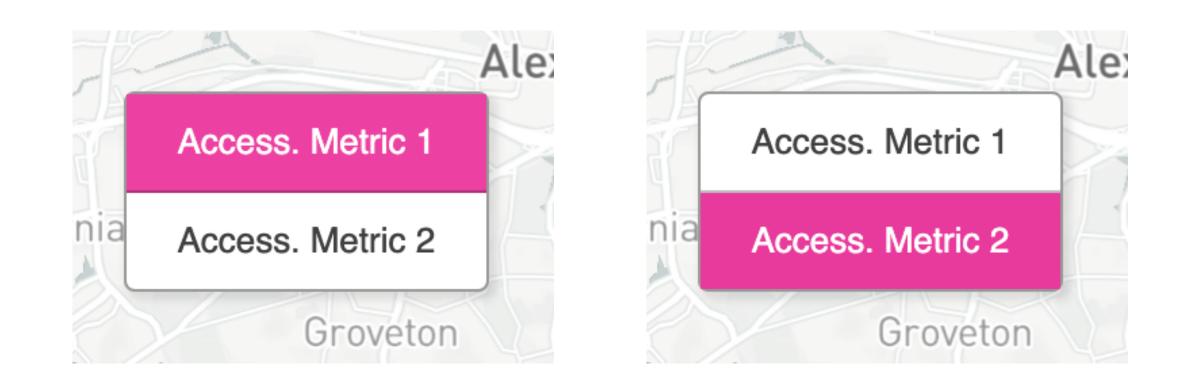
Add toggleable menu buttons for switching between different data layers

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Web Application Logic & Workflow

Add toggleable menu buttons for switching between different data layers



. . .

When a button is clicked, the visibility property of the corresponding data layer is set to 'visible'; rest of the layers set to 'none'

The HTML class of clicked button is set to 'active'; rest of the buttons are reset to default (i.e., not active)

Toggle visual effects on buttons are achieved using CSS

				<pre>src > webmap > public > stylesheets > # style.css ></pre>	
				1 body {	
ara		hman	Viewe V 😤 index pue	2 margin: 0;	
	rc > webmap > views > @ index.pug			<pre>3 padding: 0px;</pre>	
1	extends layout			4 font-size: 14px;	
2		// la	yout.pug has code for the navigation bar		
3				<pre>6 max-height: 100vh; 7 /*font-family: 'Helvetica', sans-serif;*/</pre>	
4	block content			8 }	
5		div	.container-fluid	9	
6		d	iv.row	10 .col-sm {	
7			div.col-sm#info-container	11 width: 24%;	
8			div.overflow-scroll#info	12 max-width: 24%;	
9			h2 What is accessibility?	13 } 14 .overflow-scroll {	
10	>		p	15 height: 92vh;	
16	-		<pre>//h2 About this Accessibility Explo</pre>		
17	>		р …	17 }	
22			h2 Accessibility Metric 1	18 .row { 19 height: 94vh;	
23	>		p	20 max-height: 94vh;	
26			h2 Accessibility Metric 2	21 }	
27	>		p	22	
30			div.col.maps		
31		div.titlebox#titlebox1 Accessibility Metrics			
32		nav.menu#menu1			
33		div.map#map1			
34		div.col.maps			
35		div.titlebox#titlebox2 Socioeconomic Indicators			
36			nav.menu#menu2		
37			div.map#map2		
38					
39		<pre>script(type='text/javascript').</pre>			
40		<pre>window.datastr = "#{datastr}";</pre>			
41		<pre>script(src='/javascripts/main.js')</pre>			

Other good learning opportunities

PugJS + HTML/CSS + Bootstrap



Future Improvements

- More consideration in the calculation of the metrics
 - Travel times by foot using pedestrian street networks
- Compute metrics for other types of community assets
- Add legends to the maps
- Eventually:
 - Deploy as a live web app
 - Expand to other cities
- Your inputs



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