

# Application of a Deep Learning Approach to Map and Predict the Age-friendliness of the Built Environment

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Thesis submitted in fulfilment of the requirements for the degree of

### **Doctor of Philosophy**

under the supervision of Dr Nimish Biloria Dr Mukesh Prasad

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CERTIFICATE OF ORIGINAL AUTHORSHIP

I, Fereshteh Moradi declare that this thesis, is submitted in fulfilment of the requirements for the award

of the degree of Doctor of Philosophy, in the Faculty of Architecture at the University of Technology

Sydney.

This thesis is wholly my own work unless otherwise referenced or acknowledged. In addition, I certify

that all information sources and literature used are indicated in the thesis.

This document has not been submitted for qualifications at any other academic institution.

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# THESIS FORMAT STATEMENT

This thesis is formatted following the requirements of a conventional thesis. So far, two papers have been extracted from this thesis. An article entitled "Analyzing the age-friendliness of the urban environment using computer vision methods" has been accepted by the journal "Environment and Planning B: Urban Analytics and City Science" to be published. Another paper entitled "Implications of Artificial Intelligence for assessing the built environment" has been submitted to the "Journal of Urban Technology" and is under review.

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## **ABSTRACT**

Population aging is one of the most significant phenomena worldwide. The concept of age-friendly cities is gaining attention globally, considering the increase in the aging rate. Research into age-inclusive built environments is a relatively evolving area. However, there is a lack of extensive research on urban data acquisition on cities' age-friendly features using modern technologies. Considering the size of modern cities, it is beyond the capacity of traditional audit tools to develop a comprehensive analysis concerning spatial issues. Therefore, this research's core objective is to predict the built environment's age-friendliness using modern computer vision tools to overcome traditional auditing's limitations. Urban computing and deep neural networks are employed to map, analyze, and predict the urban environment's age-friendliness utilizing street-level images. The model is built using a transfer learning technique based on a pre-trained architecture (VGG-16), enabling a more rapid and precise analysis of the Google Street View images from three Sydney neighbourhoods. The proposed model is scalable to more neighbourhoods, and urban planners can apply it to evaluate neighbourhood conditions. The proposed model can achieve adequate accuracy in generating human-like assessments. Ultimately, some mitigation measures for developing age-friendly urban places will be offered based on the study's findings.

## **ABBREVIATIONS**

ACM Association for Computing Machinery

AFC Age-Friendly Cities

Al Artificial Intelligence

API Application Programming Interface

ANN Artificial Neural Networks

BGR Blue, Green, Red

BPNN Backpropagational Neural Network

BRISQUE Blind/Referenceless Image Spatial Quality Evaluator

CANVAS Computer Assisted Neighbourhood Visual Assessment System

CASIL California Spatial Information Library

CBD Central Business District

CCAHS Chicago Community Adult Health Study

CCTV Closed-Circuit Television

CGI Computer Gateway Interface

CNN Convolutional Neural Network

COPD Collection Of Part Detectors

CSV Comma-Separated Values

CT Computerised Tomography

CV Computer vision

DHHS Department of Health and Human Services

DNN Deep Neural Network

DT Decision Tree

FC Fully-connected

FCN Fully Convolutional Neural network

Fov field of view

FV Fisher Vector

GD Gradient Descent

GIS Geographic Information System

GMCP Generalized Minimum Clique Graphs

GPS Global Positioning System

GPU Graphics processing unit

GRU Gated Recurrent Unit

GS Google Scholar

GSV Google Street View

GVI Green View Index

IEEE Institute of Electrical and Electronics Engineers

IQA Image Quality Assessment

LASSO Least Absolute Shrinkage and Selection Operator

LSTM Long-Short Term Memory (Network)

MA Microsoft Academic

ME Mean Error

ML Machine Learning

MRI Magnetic resonance imaging

MSE Mean Squared Error

NGO Non-Governmental Organisation

NLP Natural Language Processing

NSS Natural Scene Statistics

NSW New South Wales

OD Object Detection

OSM OpenStreetMap

R-CNN Region-based Convolutional Neural Networks

ReLU Rectified Linear Unit

RGB Blue, Green, Red

RNN Recurrent Neural Network

SD ScienceDirect

SGD Stochastic Gradient Descent

SS-CNN Streetscore-CNN

SSO Systematic Social Observation

SVM Support Vector Machine

SVR Support Vector Regression

RNN Recurrent Neural Networks

MAE Mean Absolute Error

RMSE Root Mean Square Error

UN United Nations

WoS Web of Science

WHO World Health Organisation

XOR eXclusive OR

YOLO You Only Look Once