Joint Environment Committee and Housing Committee Meeting Resilience to Extreme Heat 16 April 2024

S. DEPARTMENT OF

e-JUST: Environmental Justice using Urban Scalable Toolkit

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Climate and Urban Sustainability Lead Discovery Partners Institute, University of Illinois System

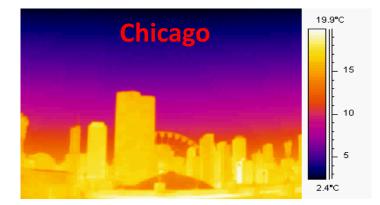




Urban systems

Multiscale, interdependent, social, natural, and engineered complex systems.

Current Urban Environment



Kristovich et al., (2019) Meteorol. Monogr.

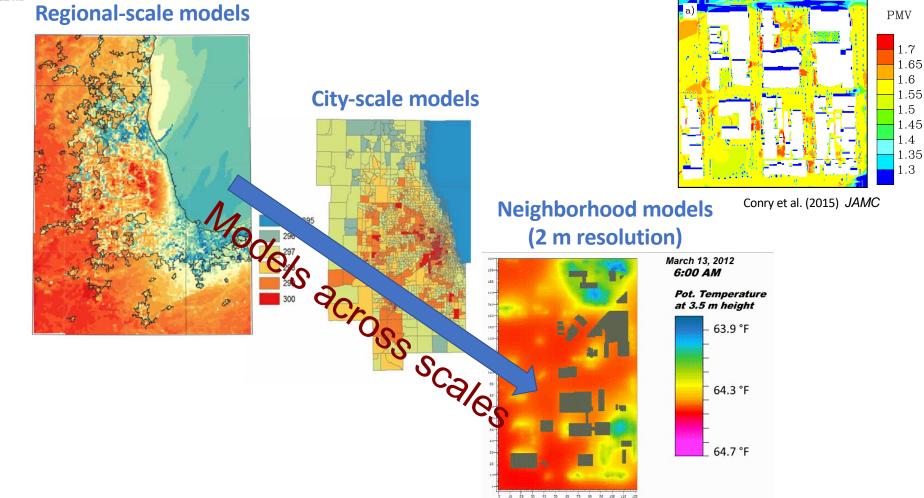


Resilient Urban Environment with Adaptive Choices

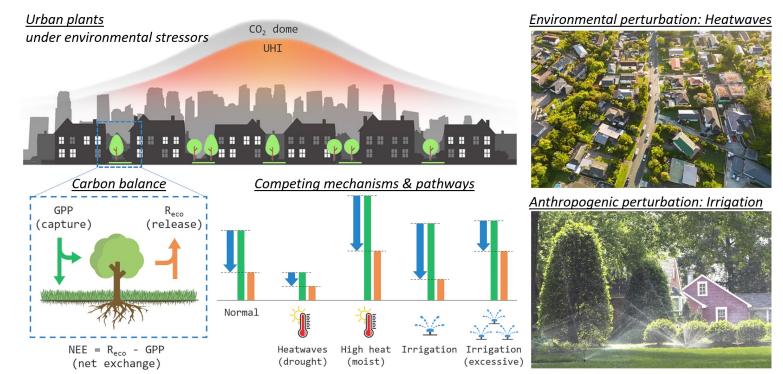
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Computer (climate) urban models





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Carbon exchange in urban areas

Passive impacts from heat and elevated background CO_2 level alter growth of plants.

Li et al. (J. Adv. Model. Earth Syst., 2023)

Atmosphere

Land surface

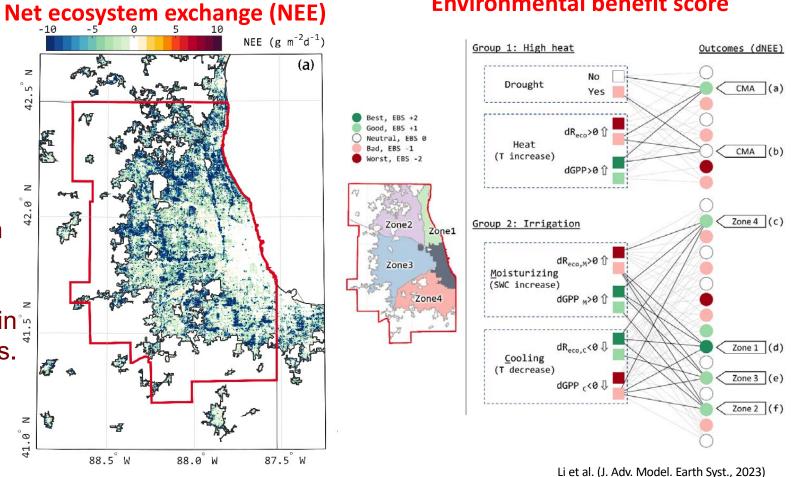
Sub-surface



Changes in CO₂ due to urban vegetation

High spatial variability

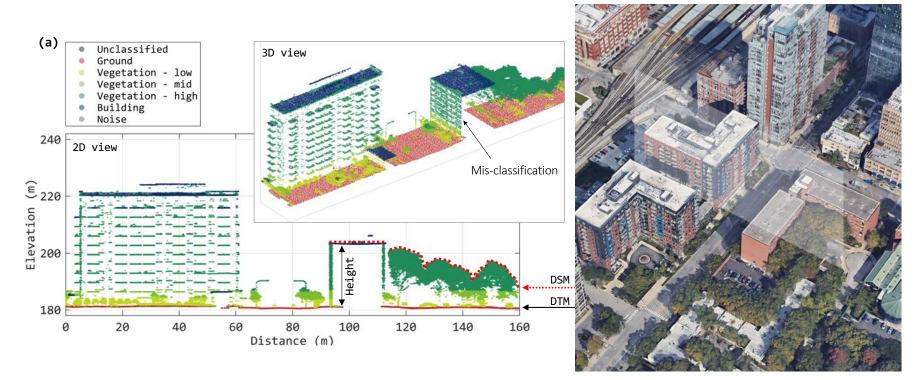
Active CO₂ ۲ sequestration in urban parks, followed by vegetated land in residential areas.



Environmental benefit score



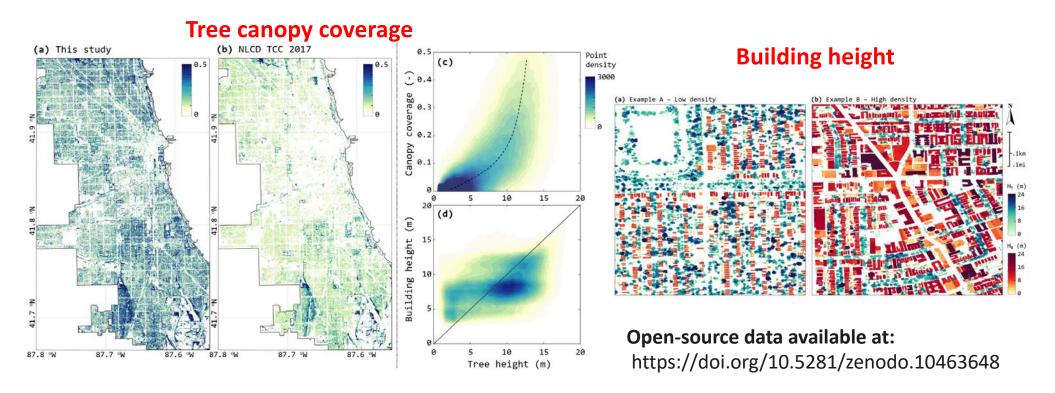
• LiDAR data at an exemplary street block



Li and Sharma (in review)



HiTAB-Chicago: Helght map of Trees And Buildings for the City of Chicago



Li and Sharma (in review)



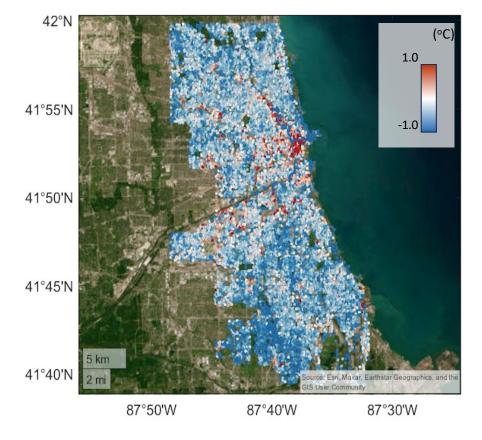
Solutions at scales it matters



 A physical-informed machine learning framework to estimate street-level environmental stressors

Li and Sharma (2024), JAMES

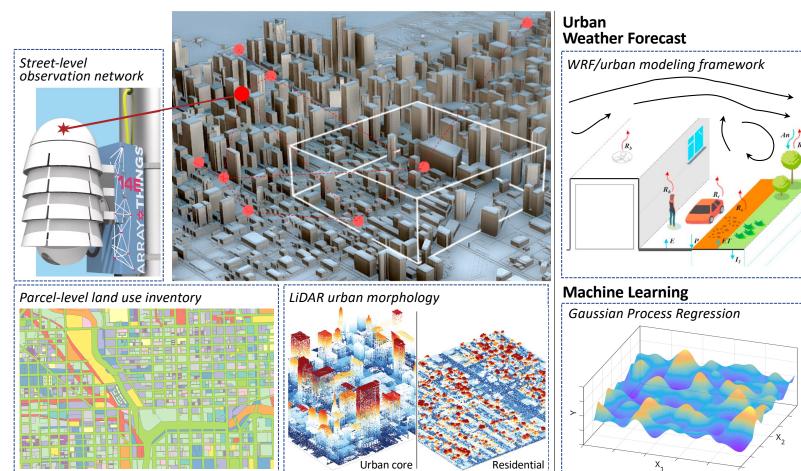
Temperature deviation from areal mean (hourly)





Urban informatics

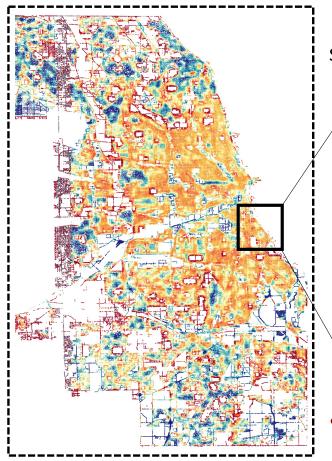
Li and Sharma (2024), JAMES (in press)



• Forecasting street-level temperature via data fusion of urban informatics

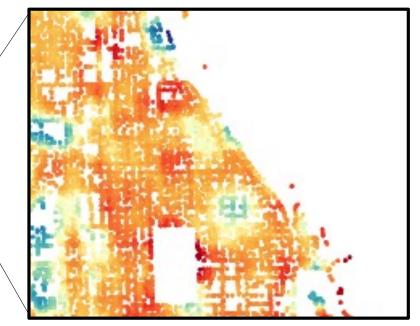


Street-level temperature estimation



Li and Sharma (2024), JAMES

Street-level air temperature at resampled locations



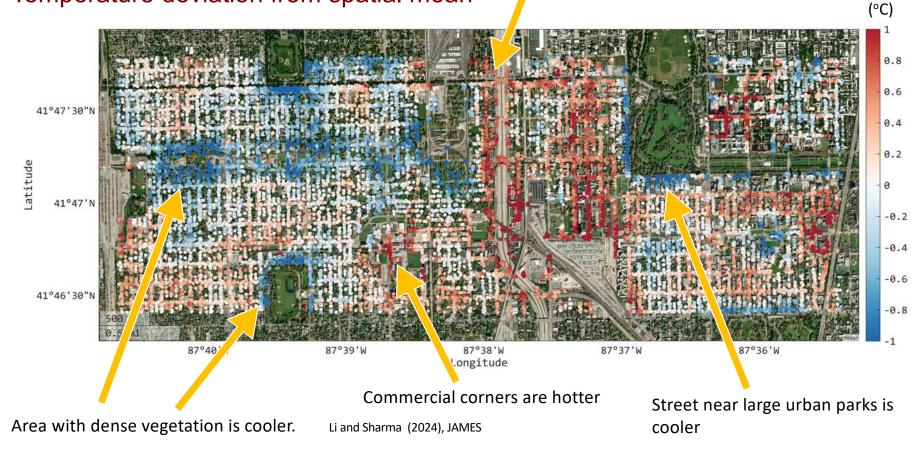
Downscale 1-km climate prediction to submeter street-level air temperature using machine learning.



Address Urban Planning issues at street scales

Area along the freeways, no shading, is hotter

Temperature deviation from spatial mean





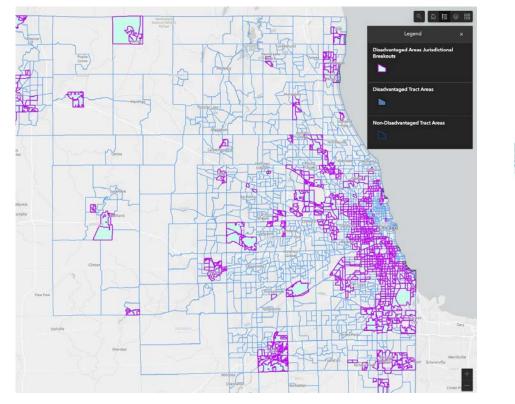
Nomenclature of Environmental Justice

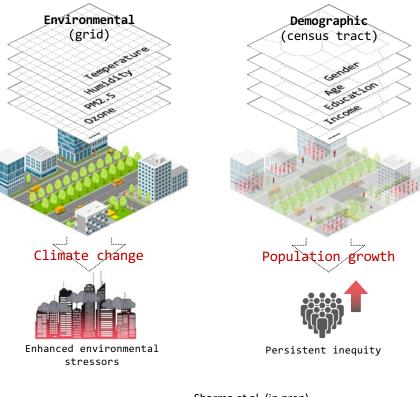
- Environmental Justice -- The just treatment and meaningful involvement of all people regardless of race, color, national origin, income, or ability with respect to development, implementation, and evaluation of programs, practices, and activities that affect human health and the environment.
- Underserved Communities: populations sharing a particular characteristic, as well as geographic communities, that have been systematically denied a full opportunity to participate in aspects of economic, social, and civic life.
- EJ Communities: Geographic locations with significant representation of persons of color, low-income persons, indigenous persons or members of Tribal nations, where such persons experience, or are at risk of experiencing, higher or more adverse human health or environmental outcomes.



Environmental justice conceptual framework

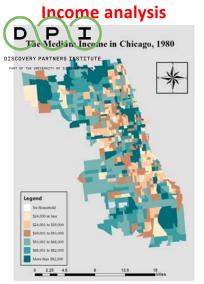
Overburdened and Underserved Disadvantage Areas





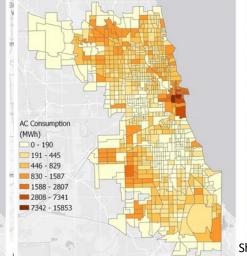
Sharma et al. (in prep)

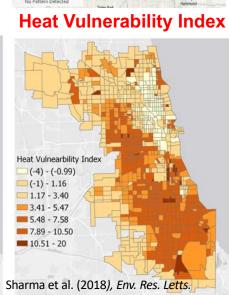
Northeast Illinois Climate & Environmental Justice Dashboard



Emerging Hotspots New Hot Spo oradic Hot Spot cillating Hot Spot nsecutive Cold Sp sifving Cold Soo tent Cold Spot ng Cold Sp Sporadic Cold Spot Oscillating Cold Spo Historical Cold Spot No Pattern Detectes

Air quality and health burden





Social and environmental stresses

 Chicago 8th in income inequality among the nation's largest cities.

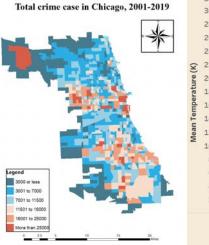
 'Healthy' level of inequality is needed to encourage growth and progress.

But how much inequality is too much? 14

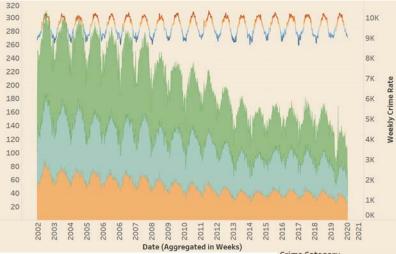


Crime and temperatures

Total Crime (2001-2019)



Weekly Crime Rate vs Temperature

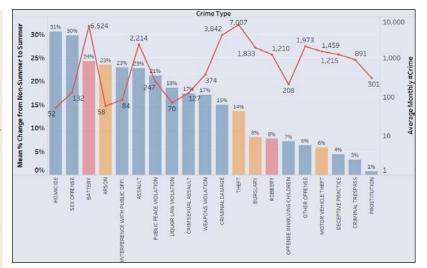


The high number of crimes (peaks) in a year are observed in the summer months whilst the low number (valleys) in a year are in winter months Crime Category
Non Indexed
Property Crimes
Violent
Mean Temperature
260.00
310.00

The average monthly number of Battery incidents reported increased in summer by 24% wrt non-summer months to 6,524 average number of incidents

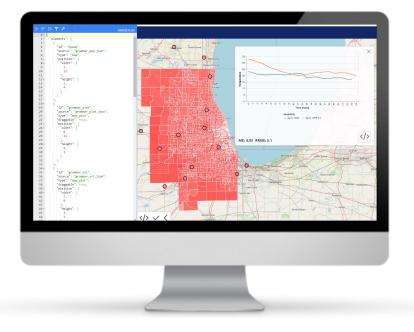
Hans et al. (2024), AMS Meeting

Seasonal Change in Average Crime Rate by Type





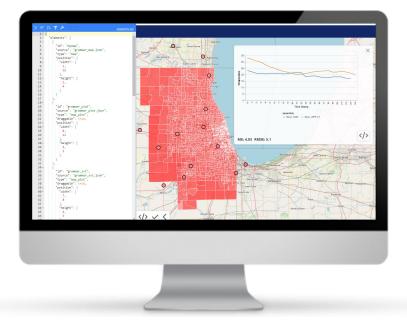
Visualization tools

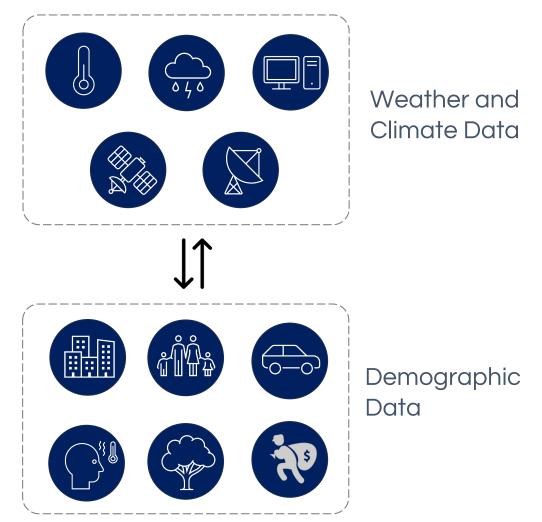






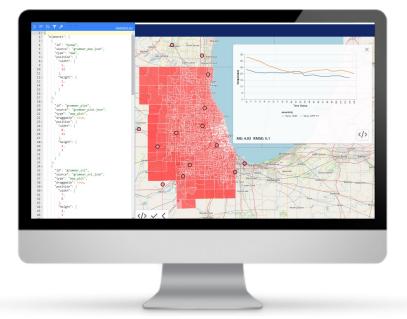
Visualization tools







Visualization tools

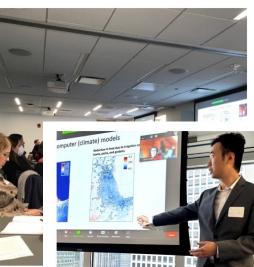




adaptable system to meet new demands without requiring a complete rebuild; new functionalities 18



Meetings with the community















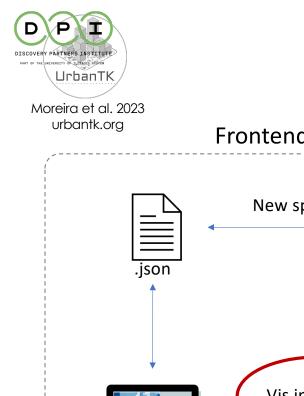




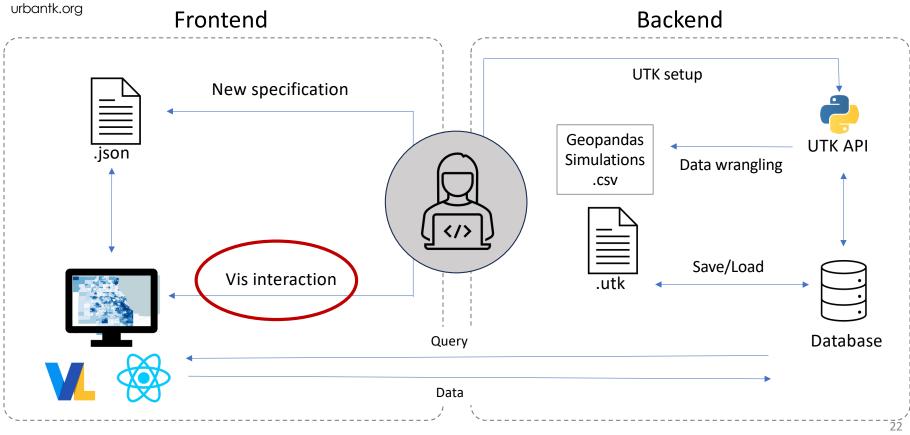
ITY OF ILLINOIS SYSTEM A lange some of "components": [Piles to 3 #include <QApplication> S ADVOLT 4 #include "../MapView/BuildingRenderingLayer.hpp" "map": { -----"camera": { -----6 #include "../MassingGeneration/massinggeneration.h" "position": [-8239611, 4941390.5, 0.49792965698242186], CF38x,== #include "../Util/ColorMapDivergent.hpp" 7 "direction": #include "UrbaneManager.hpp" 8 "right": [946.6354370117188, -423.0624084472656, 497.9296569824219], "lookAt": [962.3882446289062, 351.6265563964844, -134.21630859375], 0 10 #include <QElapsedTimer> "up": [0.012851359322667122, 0.6320154070854187, 0.7748492360115051] 11 #include <QThread> 12 #include <QDir> 13 "knots": ["pureparks", "purewater", "pureroads", "shadowToBuildings"], "interactions": ["NONE", "NONE", "NONE", "NONE"] 14 #include <vector> 14 15 16 UrbaneMapView::UrbaneMapView(const QString &filename, const QRectF &vp, QWidget *parent) "plots": [17 : MapView(filename, vp, parent), graphLayer(NULL) 18 "plot": { "mark": "bar", 19 initialized = false; 20 skyExposureData = false; 20 "encoding": { "x": {"bin": true,"field": "shadowToBuildings_abstract"}, 21 this->centerIndex = GridIndex(1024,1024); "y": {"aggregate": "count"} 22 this->currentLayer = NULL; 23 this->lotUpdate = true; 24 } 24 -25 "knots": ["shadowToBuildings"], 25 "arrangement": "LINKED" 26 26 UrbaneMapView::~UrbaneMapView() {} 27 void UrbaneMapView::initializeGL() { 28], 28 "knots": [if(!initialized) { 20 29 Checrosen. Little 30 MapView::initializeGL(); 30 "id": "pureparks", this->buildingScore.initComputeShader(); 31 "integration_scheme": [32 this->skyScore.initComputeShader(); 33 "out": {"name": "parks", "level": "OBJECTS"} 34 34 initialized = true; 35 35 3 1 36 37 void UrbaneMapView::paintGL() 38 38 (Differ "id": "purewater", 39 this->showOsd(false); "integration_scheme": [40 W. Aller 41 41 // Lot data initialization in manager "out": {"name": "water", "level": "OBJECTS"} 42 // TODO Don't know of a better place to do this 42 43 43 if(lotUpdate && this->parcelLayer->isDataReady()) { W.C.Man 44 1 44 updateLotDataDB(); 45 45 lotUpdate = false; 46 46 47 "id": "pureroads", 47 "integration_scheme": [48 48 UrbaneManager *manager = UrbaneManager::getInstance(); - Contraction 49 49 QPair<RenderingOperation, UIOperation> state = manager->getState(); "out": {"name": "roads", "level": "OBJECTS"} 50 50 3 51 RenderingOperation operation = state.first; A STATE OF THE OWNER UIOperation what = state.second: 52 53 53 switch(operation) { 54 Cold and 54 case RenderingOperation::UpdateVis: "id": "shadowToBuildings", Contraction of the local division of the loc 55 "integration_scheme": [21 56 bool updateFunction = false;

more the

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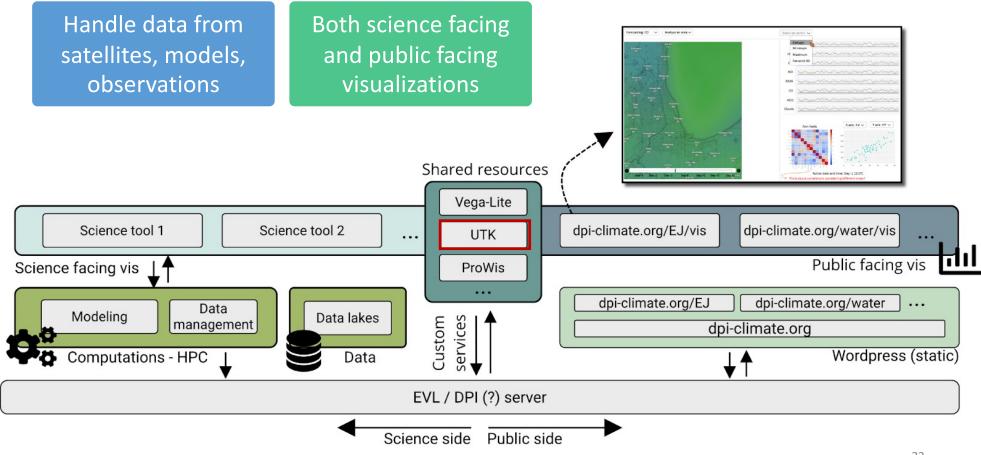


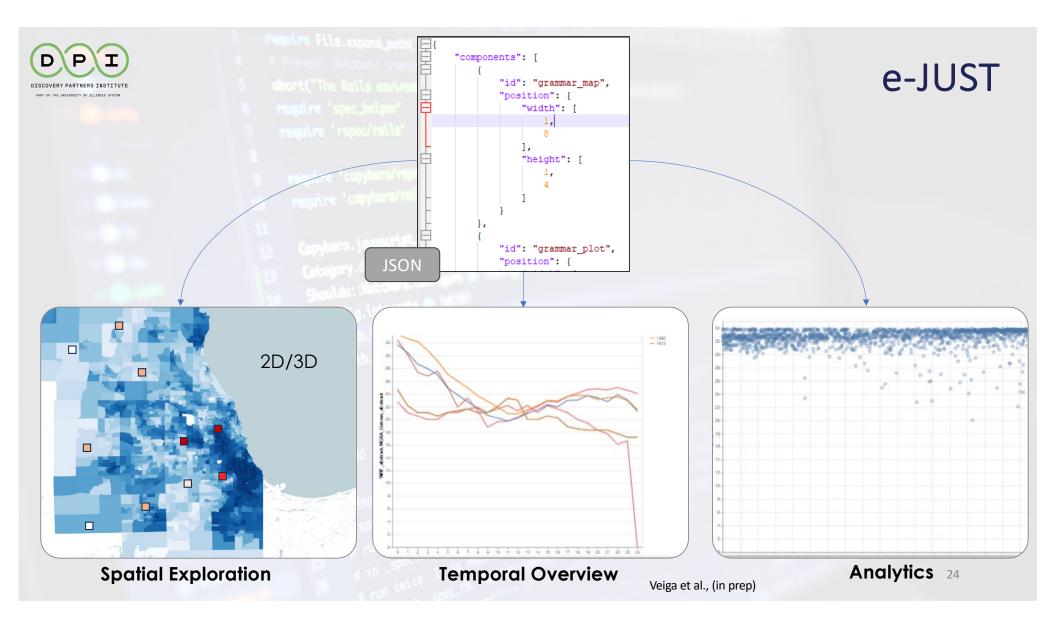
Architecture

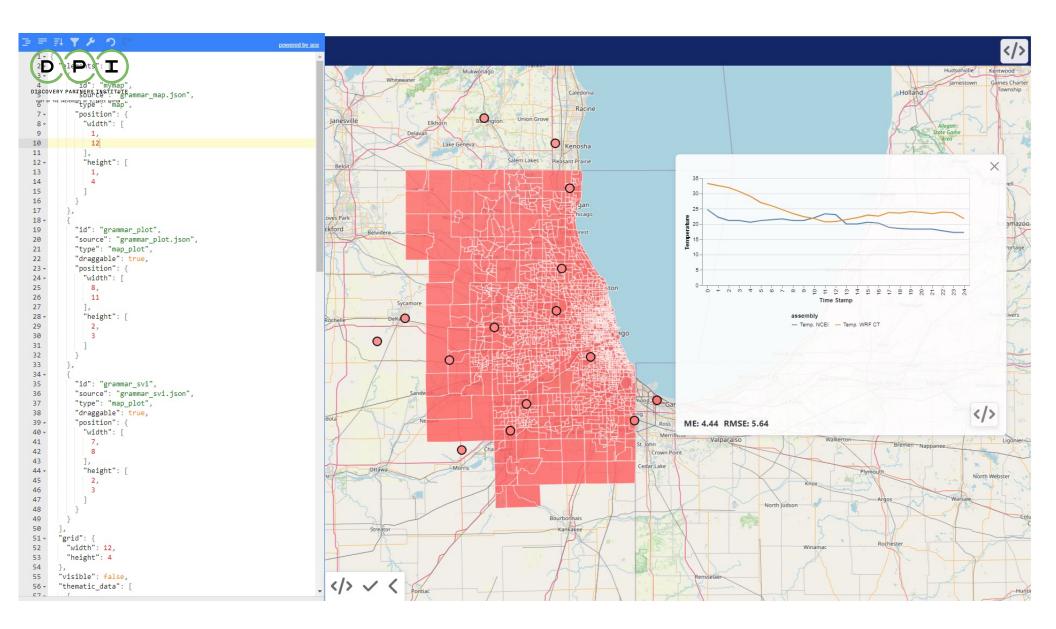


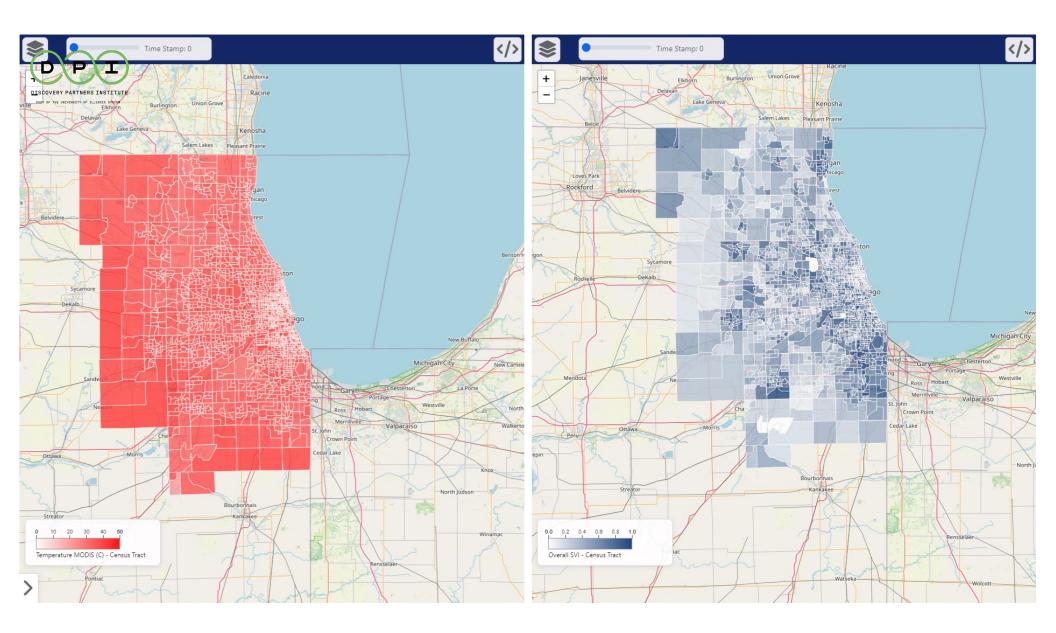


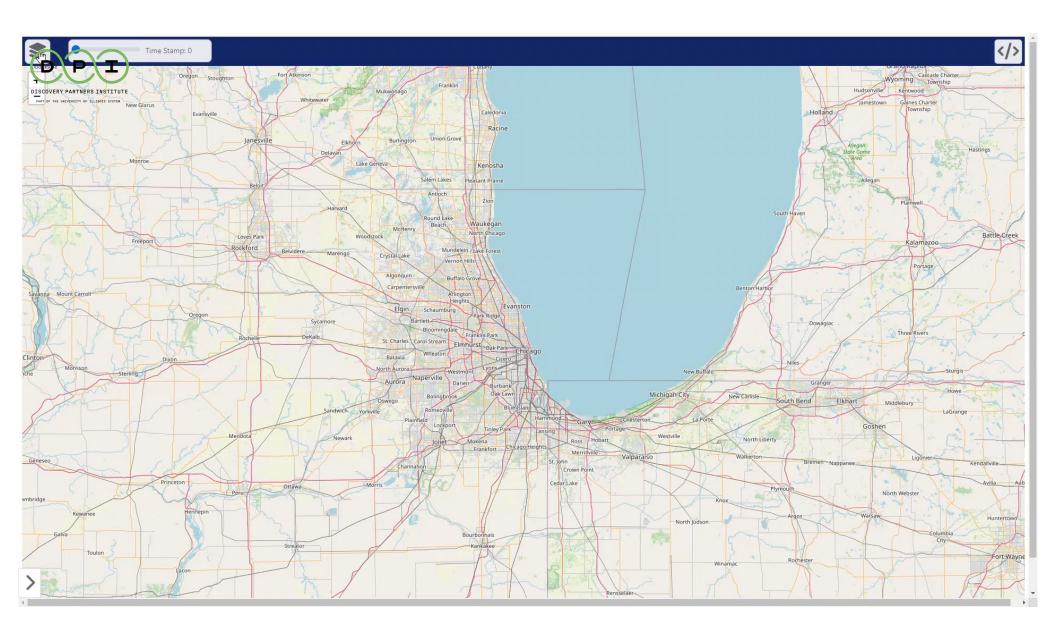
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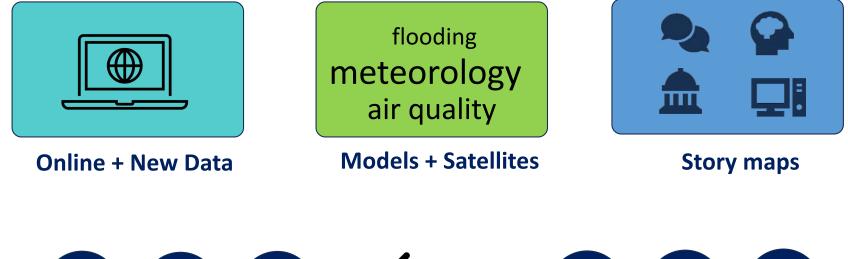


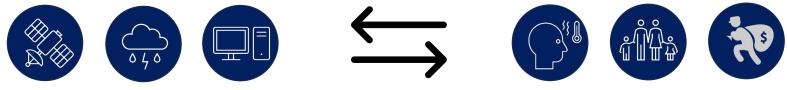




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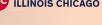
















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