## Open-data based methodology for detecting and analyzing urban voids

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## Ruins and Vacant Lands In the Portuguese Cities

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The experience of contemporary urbanity is inescapably marked by the presence of abandonment, ruination and emptiness. Ruin, abandoned buildings and vacant lands are ubiquitous presences in contemporary cities

(Edensor, 2005; Berger, 2006; DeSilvey, 2013).

The project **aims** to answer two key questions:

- Which positivities and aptitudes do abandoned and ruined spaces enclose?
- How can these spaces be availed towards a more sustainable, inclusive and plural project of cities?

The research will focus on a sample of four cities in **demographic loss**, representative of differentiated urban contexts.

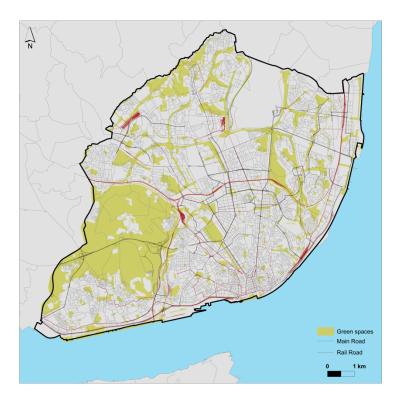


Figure 1 – Lisbon, representative of a metropolitan center

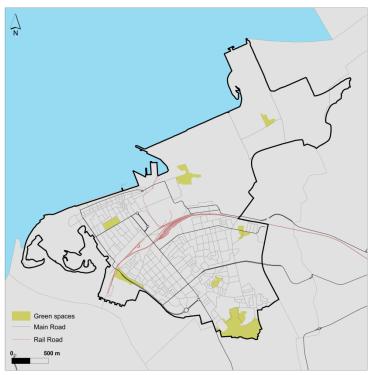


Figure 2 – Barreiro, representative of an industrial belt

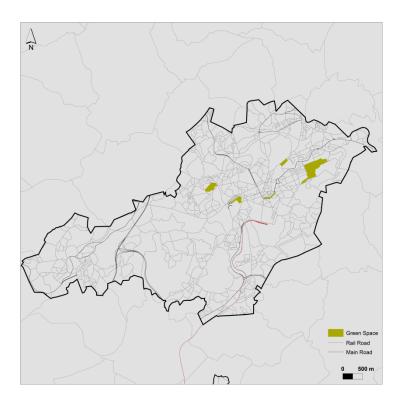


Figure 3 – Guimarães, representative of periurbanization in a historic city

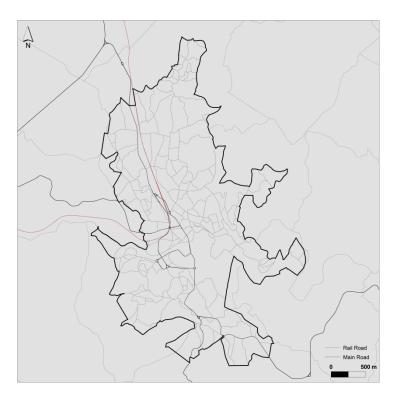
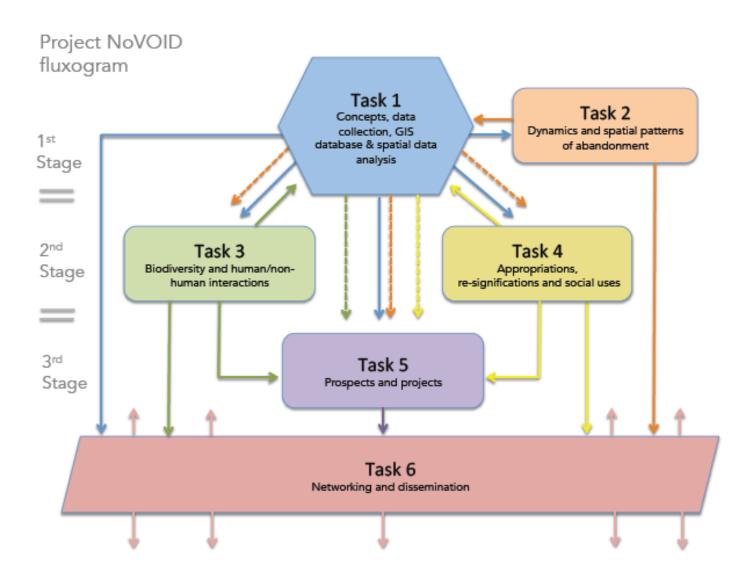
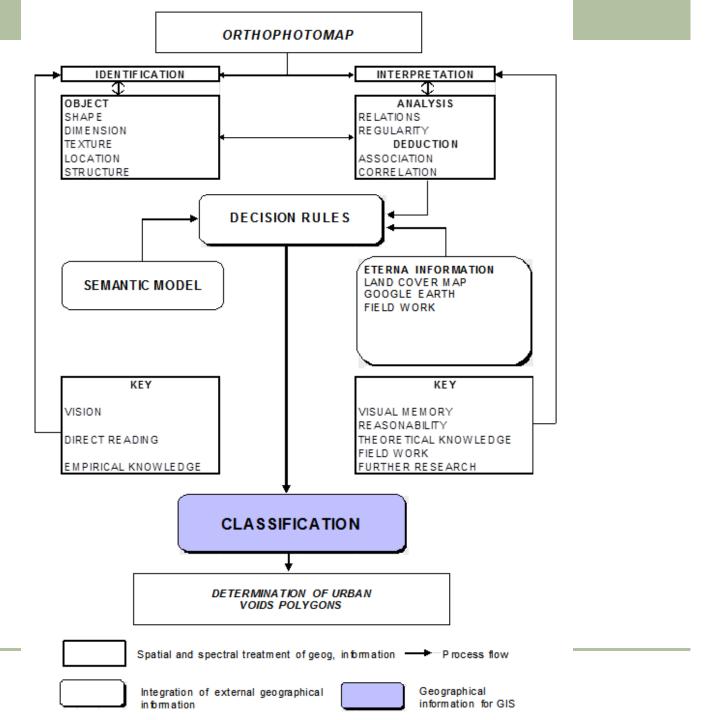


Figure 4 – Vizela, representative of a recent small town that grew in the last decades of the 20th century in association with industrialization of small and medium-sized enterprises.



## Methodology



#### Semantic approach to NoVOID classes - Definitions

#### ruins

may be described as structures produced by technology and intended for human use or for other purposes that have reached an advanced state of dilapidation, being therefore incapable of performing the function for which they were originally designed. They are characterized by being partially or fully destroyed (e.g. lack of windows, doors, or other physical components, damaged roofs, broken walls) and by being abandoned (i.e. not having regular conventional use). Included in this category are boarded up buildings, even though they strictly are not in a ruinous state as well as buildings whose construction work have been interrupted and remain unfinished or half-finished.



#### Semantic approach to NoVOID classes - Definitions

#### Ruinyards

correspond to non-built lands surrounding dilapidated buildings that visually can be considered as integral parts of the same property. They are identified by having spontaneous dry vegetation and other signs of abandonment and disorder, such as the presence of debris and residues, junkyards, or tanks and pools with no water or with unduly treated water. Ruinyards only configure autonomous polygons when they have an area bigger than the one of the dilapidated buildings to which they are associated; otherwise, they are considered part of the same ruin.

#### Semantic approach to NoVOID classes - Definitions

#### vacant land

is defined in this study as unutilized, non-cultivated, non-landscaped, and non-built up land, with shrub and herbaceous covering showing signs of neglect and lack of maintenance, or presenting bare soil, rubble, and vestiges of razed buildings. Only the vacant land located inside official urban areas was contemplated in our approach. Land zoned for agricultural use and for green infrastructure was not considered vacant land.



Open data & free data



2D

3D

#### WMS & GoogleEarth & OpenStreetMap





Free software







**CALIBRATION** 

2,5D

#### **TASK 1**

- Identification of three categories of abandoned urban spaces
  - 1. Ruin
  - 2. Ruinyard
  - 3. Vacant Land



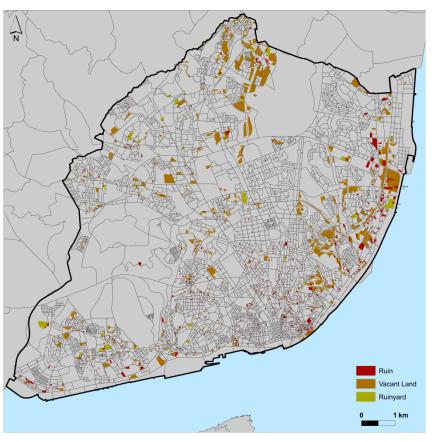


# Spatial Analysis Results

Where? How much?

#### Geographical portrait

#### > Lisbon

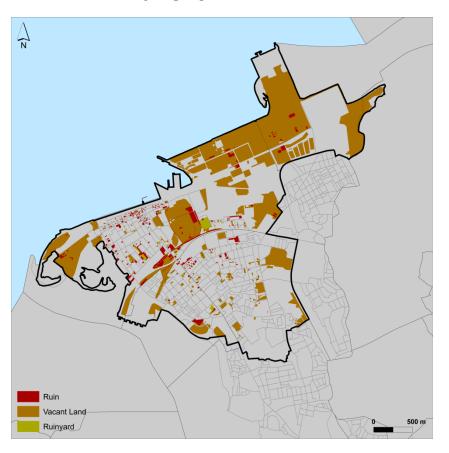


Туре	Nº	Total area (%)	Built-up area (%)	Classification Accuracy (%)
Ruin	217 1	1,1	1,5	96
Ruinyard	170	0,6	0,9	-
Vacant Land	772	4,0	5,4	96

Figure 5 – Lisbon classification (Ruin, Ruinyard, Vacant Land)

#### Geographical portrait

#### > Barreiro



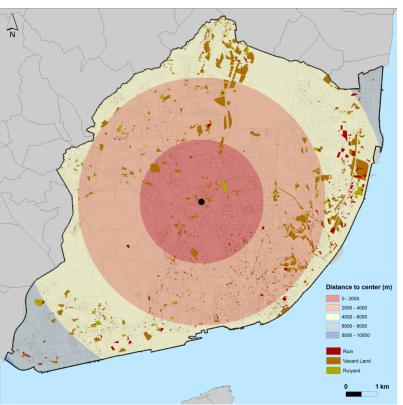
Туре	Nº	Total area (%)	Built-up area (%)	Classification Accuracy (%)
Ruin	377	2,2	2,7	99
Ruinyard	36	5,4	6,0	-
Vacant Land	169	29,2	34,9	100

Figure 6 – Barreiro classification (Ruin, Ruinyard, Vacant Land)

### Spatial Analysis Results

How are they spread? Is there some spatial patterns?
Is there some spatial trend?

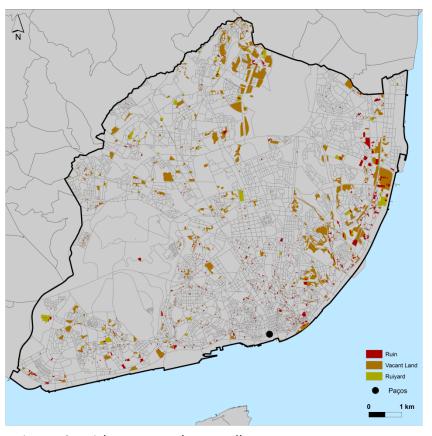
> Lisboa: Distance to Centroid



	3	0 1 km
Figure 7 – Lisbon distance to centroid	(ruin, ruin yard and v	vacant land)

	%			
Distance to centroid (m)	Ruin	Ruinyard	Vacant Land	
0-2000	11	6	14	
2000-4000	37	12	17	
4000-6000	51	17	9	
6000-8000	1	22	14	

➤ Lisbon: Distance to Paços



	%			
Distance to Paços (m)	Ruin	Ruinyard	Vacant Land	
0-2000	17	2	3	
2000-4000	26	13	21	
4000-6000	27	42	30	
6000-8000	25	31	30	
8000-10000	5	13	17	

Figure 8 – Lisbon Paços do concelho

➤ Lisboa: Distance to central features

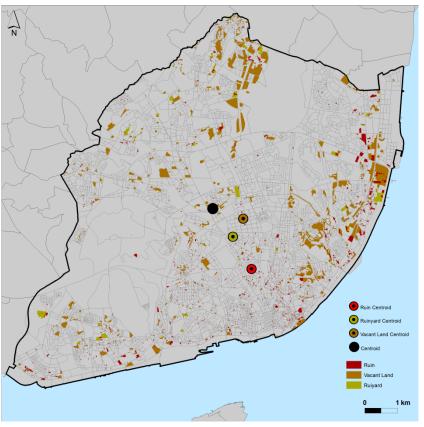
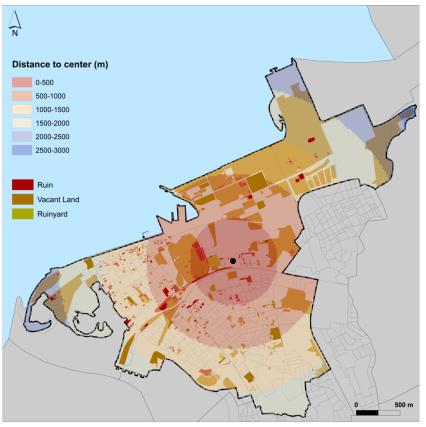


Figure	9 – Lisbon	(ruin, ruin yard and vacant land)
control	fasturac	

	%			
Distance to central feature (m)	Ruin	Ruinyard	Vacant Land	
0-2000	22	14	9	
2000-4000	30	21	43	
4000-6000	37	56	43	
6000-8000	12	9	4	

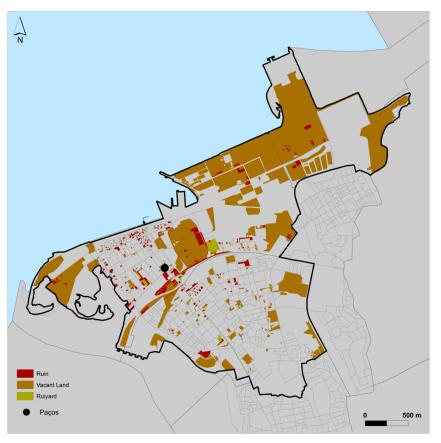
> Barreiro: Distance to centroid



			1	1	0	500 m
Figure 10	<ul><li>Barreiro</li></ul>	(ruin, i	ruin yard	and	vacant	land)
distance to co	entroid					

	%			
Distance to centroid (m)	Ruin	Ruinyard	Vacant Land	
0 - 500	22	45	7	
500 - 1000	35	23	31	
1000 - 1500	36	32	27	
1500-2000	5	0	22	
2000-2500	2	0	13	
2500-3000	0	0	1	

> Barreiro: Distance to Paços



	%			
Distance to Paços (m)	Ruin	Ruinyard	Vacant Land	
0 - 500	38	32	10	
500 - 1000	36	56	8	
1000 - 1500	17	11	30	
1500-2000	4	0	19	
2000-2500	5	0	18	
2500-3000	0	0	11	
3000-3500	0	0	3	

Figure 11 – Barreiro Paços do concelho

> Barreiro: Distance to central features

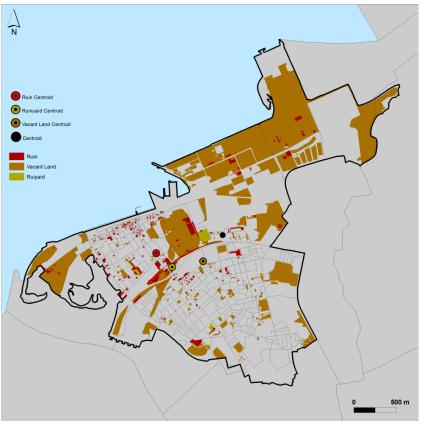


Figure 12	– Barreiro (ruin, ruin yard	and vacant la	nd) central

	%			
Distance to central features (m)	Ruin	Ruinyard	Vacant Land	
0 - 500	22	45	7	
500 - 1000	35	23	31	
1000 - 1500	36	32	27	
1500-2000	5	0	22	
2000-2500	2	0	13	
2500-3000	0	0	1	

#### > Standard Deviation Ellipses

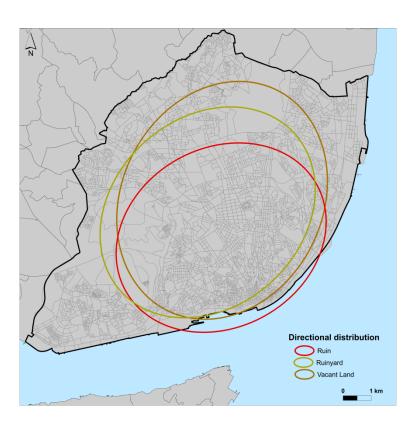


Figure 13 – Lisbon Standard Deviation Ellipses

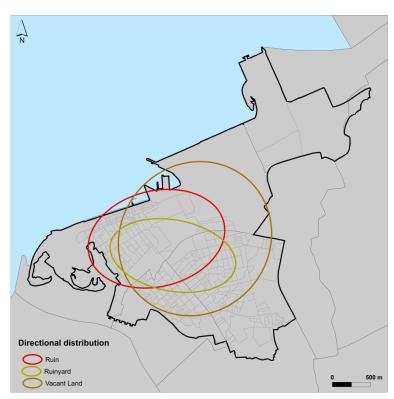
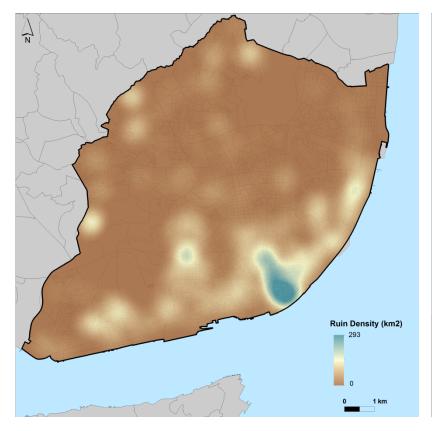


Figure 14– Barreiro Standard Deviation Ellipses

#### > Kernel Density: Ruin

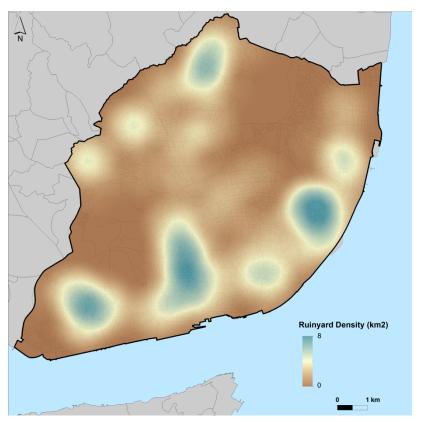


Ruin Density (km2)

Figure 15 – Ruin density in Lisbon

Figure 16- Ruin density in Barreiro

#### > Kernel Density: Ruinyard



Ruinyard Density (km2)

50

0

500 m

Figure 17 – Ruinyard density in Lisbon

Figure 18 – Ruinyard density in Barreiro

#### Kernel Density: Vacant Land

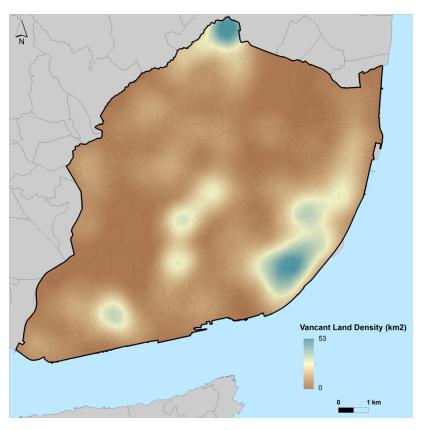


Figure 19 – Vacant Land density in Lisbon

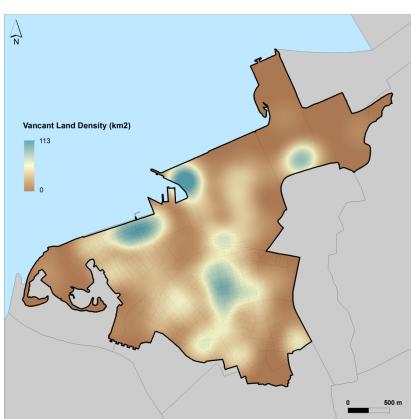


Figure 20 – Vacant Land density in Barreiro

# Spatial Analysis Results what about the neighborhood? Is there some spatial correlation with land cover?

#### ➤ Lisbon: Land cover versus abandoned urban spaces

		%		
Land cover	%	Ruin	Ruinyard	Vacant Land
Continuous urban fabric	41,5	58,94	23,17	17,51
Discontinuous urban fabric	0,5	2,16	3,11	1,04
Industry, Commerce and general equipment	11,5	29,83	17,21	10,43
Road and Rail network and associated spaces	10,1	1,07	0,33	0,91
Port Areas	1,8	0,11	0,00	0,22
Airports and aerodromes	2,9	0,00	0,00	0,00
Areas of waste disposal	0,0	0,00	0,00	0,00
Areas under construction	2,3	1,51	25,56	20,43
Urban green spaces	4,0	0,28	0,57	0,54
Sports cultural leisure equipment and historical zones	2,8	0,79	0,07	0,72
Temporary dry cultures	0,7	0,00	0,00	0,00
Temporary irrigated cultures	0,0	0,00	0,00	0,00
Vineyards	0,1	0,00	0,00	0,25
Orchards	0,0	0,00	0,00	0,00
Olive groves	0,1	0,15	0,00	0,05
Temporary crops and / or pasture permanent crops	0,0	0,15	0,00	0,00
Complex cultural and partial systems	0,9	0,83	5,70	1,31
Deciduous Forests	0,9	0,23	0,48	0,05
Resinous Forests	5,4	0,78	4,59	0,58
Mixed Forest	5,5	1,31	0,00	0,17
Natural herbaceous vegetation	1,9	0,35	1,88	12,21
Woods	6,1	1,23	17,34	31,72
Opened Forests	0,6	0,28	0,00	1,86
Beaches, dunes and coastal plains	0,0	0,00	0,00	0,00
Water bodies	0,1	0,00	0,00	0,00
Inland waterways	0,1	0,00	0,00	0,00

#### > Barreiro: Land cover versus abandoned urban spaces

		%		
Land cover	%	Ruin	Ruinyard	Vacant Land
Continuous urban fabric	34,6	45,18	52,68	4,90
Discontinuous urban fabric	0,6	2,49	0,00	0,99
Industry, Commerce and general equipment	17,8	19,82	0,28	16,13
Road and Rail network and associated spaces	4,7	15,85	0,00	3,03
Port Area	6,8	6,68	0,00	11,87
Areas under construction	16,5	7,28	43,38	47,64
Urban green spaces	7,5	1,08	0,00	1,29
Sports, cultural and leisure equipment and historical zones	0,4	0,54	3,66	0,01
Complex cultural and partial systems	0,3	0,13	0,00	0,04
Deciduous Forests	0,4	0,00	0,00	0,00
Natural herbaceous vegetation	0,7	0,00	0,00	1,19
Woods	1,7	0,34	0,00	4,02
Open forests, cuts and new plantations	0,7	0,00	0,00	0,02
Beaches, dunes and coastal plains	3,8	0,07	0,00	6,14
Marshlands	2,2	0,47	0,00	0,86
Water bodies	0,6	0,00	0,00	1,89
Inland waterways	0,7	0,07	0,00	0,01