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# AI-Augmented Urban Livability Research

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# The People, Health & Place Unit (PHP)

*We conduct research to understand how place-based factors contribute to health disparities, with the goal to inform evidence-based strategies centered on promoting inclusive and healthy places.*



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# Use AI to study urban livability

## Streetscape audits

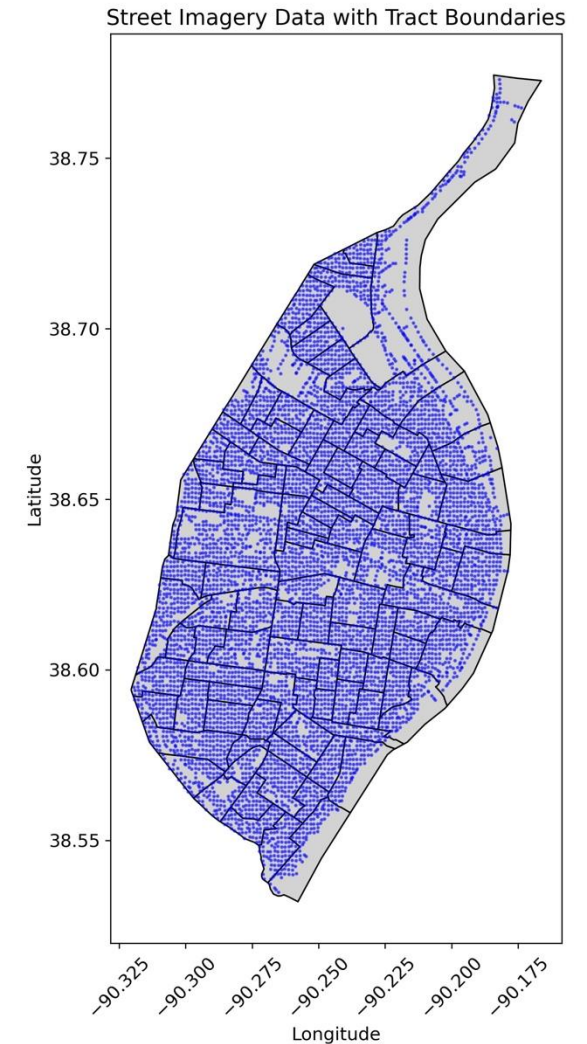
- Traditionally, public health researchers conduct on-site audit to study neighborhood walkability.
  - E.g. Presence of sidewalks, tripping hazards, streetlights, and tree canopy (MAPS-Mini).
- Computer vision models enable us to classify built environment features directly from street view imageries.



# AI-assisted audits in St. Louis

## 7,848 street segments

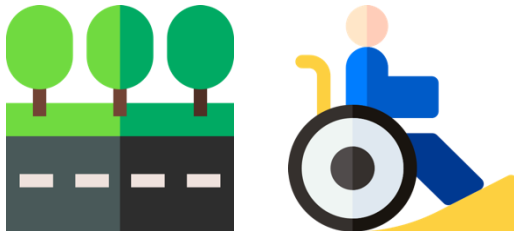
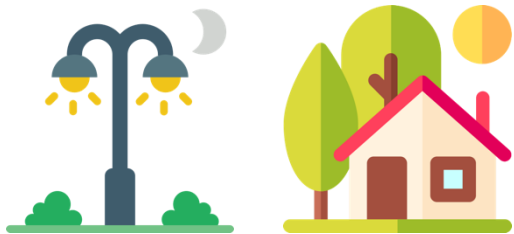
- We generated a 100m grid along the street network and used it to pull imageries from the Google Street View API.
- We then applied a vision language model (VLM) to classify built-environment features.



Leão, A. L. F., Wang, Y., Banda, B., Balogun, M., Xing, E., Gudapati, S., Rios-Hernandez, M., Jacobs, N., & Reis, R. (forthcoming). Exploring Spatial Inequities and Livability: A mixed-methods study using artificial intelligence and community insights. *Journal of Urban Health*.



# AI-classified built- environment features



| Variable               | Category                    | Frequency | Percentage (%) |
|------------------------|-----------------------------|-----------|----------------|
| Streetlights           | Ample                       | 6,665     | 84.9%          |
|                        | Some                        | 815       | 10.4%          |
|                        | No                          | 368       | 4.7%           |
| Building Maintenance   | 2 (Well maintained)         | 5,961     | 76.0%          |
|                        | 0 (Poorly maintained)       | 1,868     | 23.8%          |
|                        | 1 (Moderately maintained)   | 19        | 0.2%           |
| Pavement Presence      | Yes (Pavement present)      | 7,080     | 90.2%          |
|                        | No (No pavement)            | 768       | 9.8%           |
| Pavement Continuity    | Yes (Continuous pavement)   | 6,077     | 77.4%          |
|                        | No (Discontinuous pavement) | 1,771     | 22.6%          |
| Major Tripping Hazards | 1 (Hazard present)          | 5,460     | 69.6%          |
|                        | 0 (No hazard)               | 2,388     | 30.4%          |
| Pedestrian Crossing    | No                          | 7,289     | 92.9%          |
|                        | Yes                         | 559       | 7.1%           |
| Curb Ramps             | Yes                         | 761       | 9.7%           |
|                        | No                          | 7,087     | 90.3%          |
| Tree Canopy Overhead   | High                        | 4,043     | 51.5%          |
|                        | Medium                      | 2,116     | 27.0%          |
|                        | Low                         | 951       | 12.1%          |
|                        | Invalid / indeterminate     | 738       | 9.4%           |

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## Agreement between the VLM and human raters varies

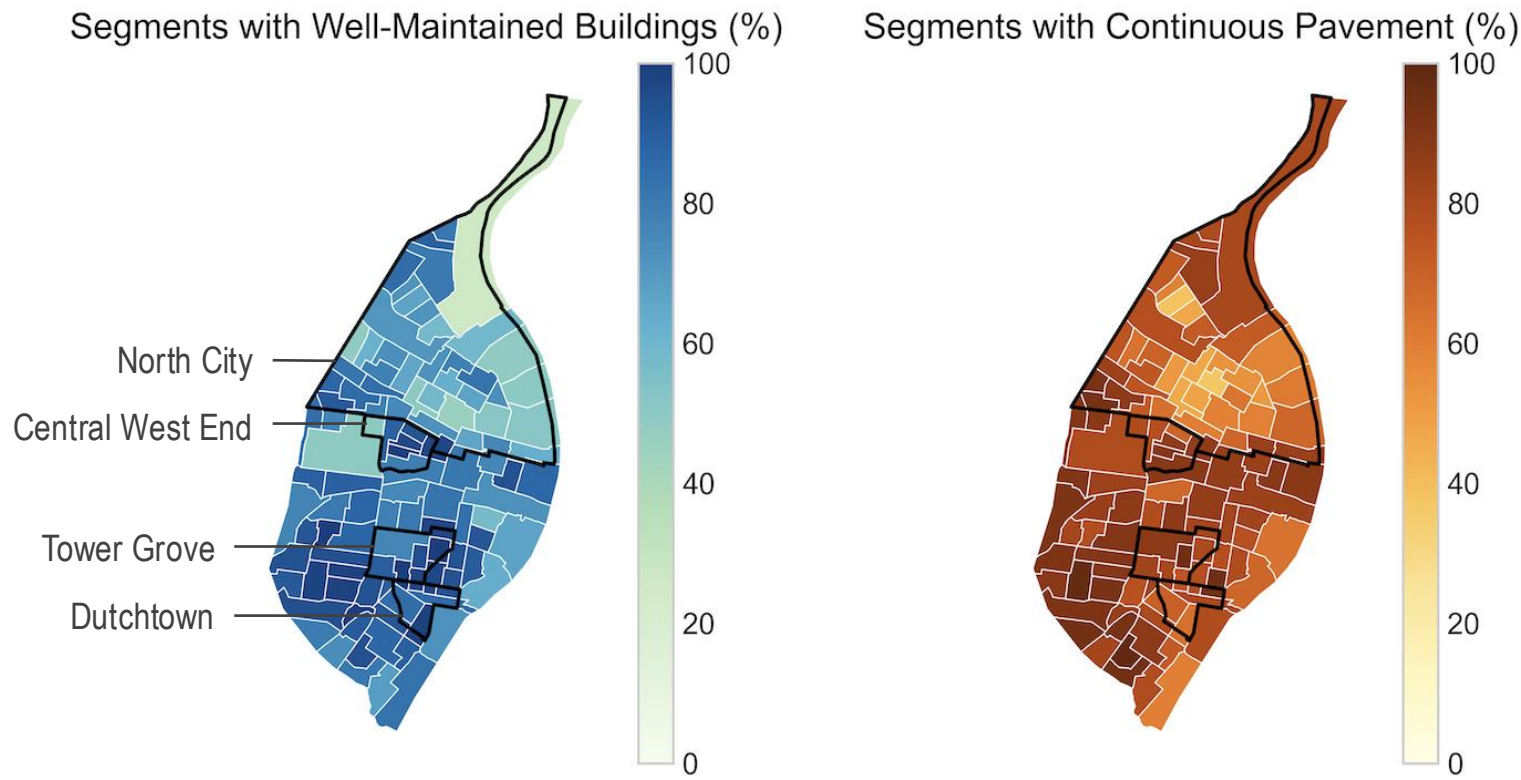
### Features with low agreement were excluded from analysis

| Feature                                  | n   | Human present (%) | VLM present (%) | Agreement (%) | AC1   |
|------------------------------------------|-----|-------------------|-----------------|---------------|-------|
| Pedestrian crossing present <sup>a</sup> | 164 | 6.1               | 6.7             | 95.7          | 0.95  |
| Public transit stop present              | 164 | 4.3               | 3.0             | 93.9          | 0.93  |
| Public park present                      | 164 | 6.1               | 12.8            | 90.9          | 0.89  |
| Streetlights present                     | 164 | 78.7              | 95.7            | 80.5          | 0.75  |
| Buildings well maintained                | 130 | 86.9              | 83.8            | 78.5          | 0.71  |
| Sidewalk/pavement present                | 164 | 65.2              | 92.1            | 69.5          | 0.54  |
| Buffer present*                          | 164 | 39.6              | 100.0           | 39.6          | −0.04 |
| Bike path present <sup>b*</sup>          | 164 | 5.5               | 100.0           | 5.5           | −0.88 |



# Worse infrastructure in North City neighborhoods

## A result of long-term disinvestment



### Residents interview

- North City and Dutchtown "forgotten" versus Central West End and Tower Grove as places where "everything works together."
- AI-supported streetscape audit can give policymakers a scalable tool to identify underserved neighborhoods and allocate more resources toward these historically disinvested areas.



# Limitations of AI-assisted streetscape audit

## 1. The VLM has a general tendency to over-report features as present.

- E.g., bike path, sidewalk
- Most VLMs are trained largely on internet images that were captioned or described with a bias toward naming things that *are* there rather than describing absences, nudging them toward "yes" by default.

## 2. Street View imageries update more often in areas with higher traffic and commercial activities.

- Historically disinvested, lower-density areas might be photographed less frequently.
- Could either overstate or understate the current disparity

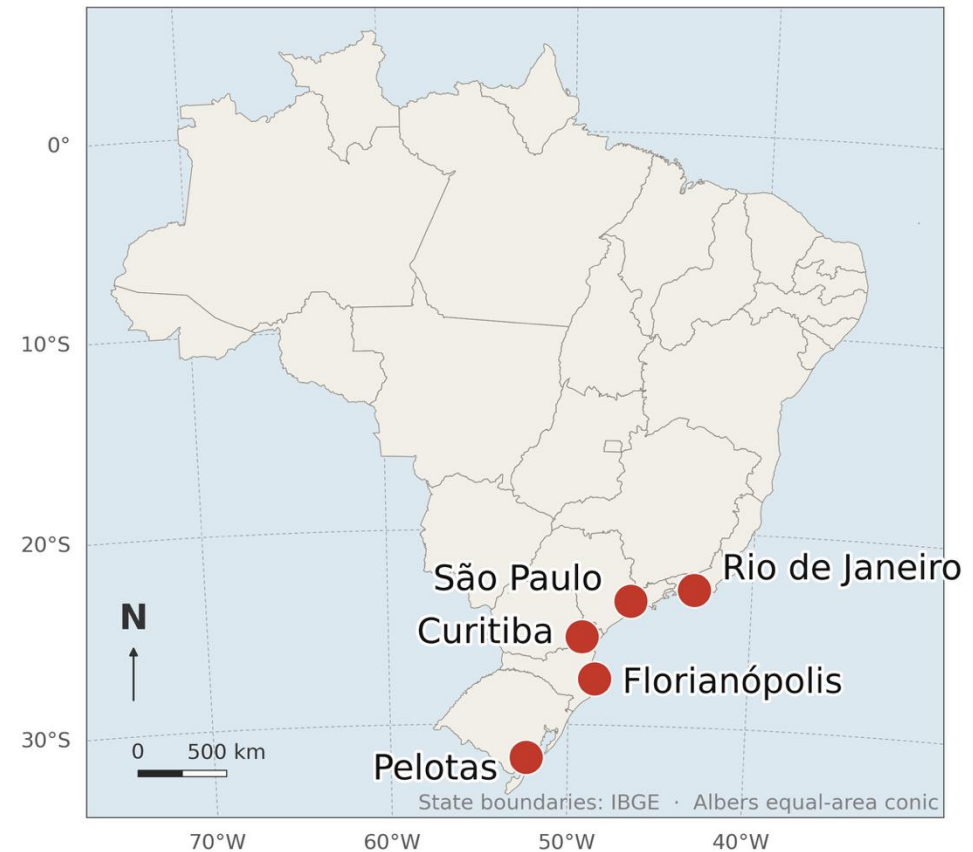


# Scaling up

## AI-assisted microscale livability audits in 5 Brazilian cities

### + Focus groups with stakeholders

- public administrators, urban planners, architects
- on perceived barriers & opportunities for integrating AI-generated livability indicators into local policymaking





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**Thank you!**