

Downscaling Synthetic Populations to Realistic Residential Locations

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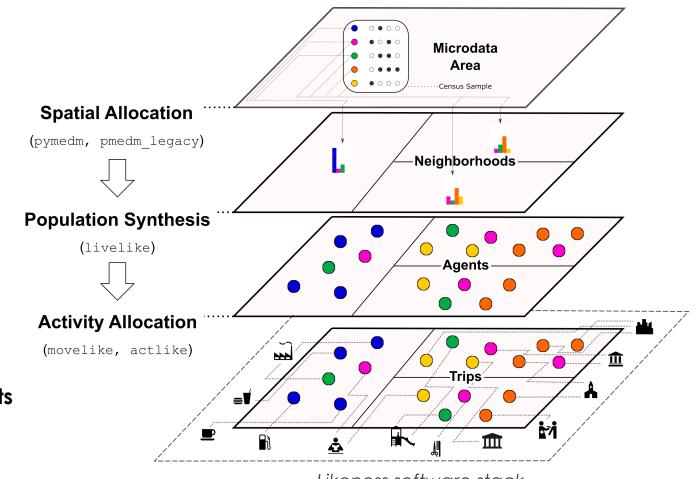
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UrbanPop: Synthetic Populations for Human Dynamics Modeling

- High-fidelity agents for simulating patterns of life
 - Demographics
 - Socioeconomic status
 - Transportation
 - Housing
- Likeness Python toolkit supports operations "under the hood"
- Likeness FY23 development → generating residential anchor points for agents given:
 - Residential structures from building footprints data (FEMA USA Structures)
 - Ancillary synthetic household attributes (dwelling type, income...)



Likeness software stack



Likeness Downscaling Methods

Each synthetic household "selects" a residential structure in its neighborhood...

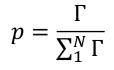
Conflation Scores

 $\Gamma = \frac{1}{exp(|h-s])} \mid s \in S$

Where:

- *h* is ta household's conflation criterion
- *s* is a residential structure's conflation criterion, scored across all structures *S*

Converted to sampling probabilities as:



livelike.homesim

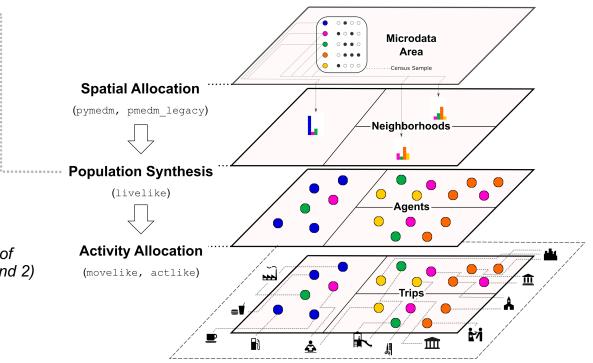
select_residences_general General procedure for synthetic household selection of residential structures based on structural capacity (e.g., building floor area). Let $\Gamma = S$

select_residences_one_unit

One-to-one synthetic household selection of residential structures based on 1) a measure of structural capacity (e.g., building floor area) and 2) a selection criterion (e.g., household income).

Let *h* = household income (ranked); let *s* = building floor area (ranked)

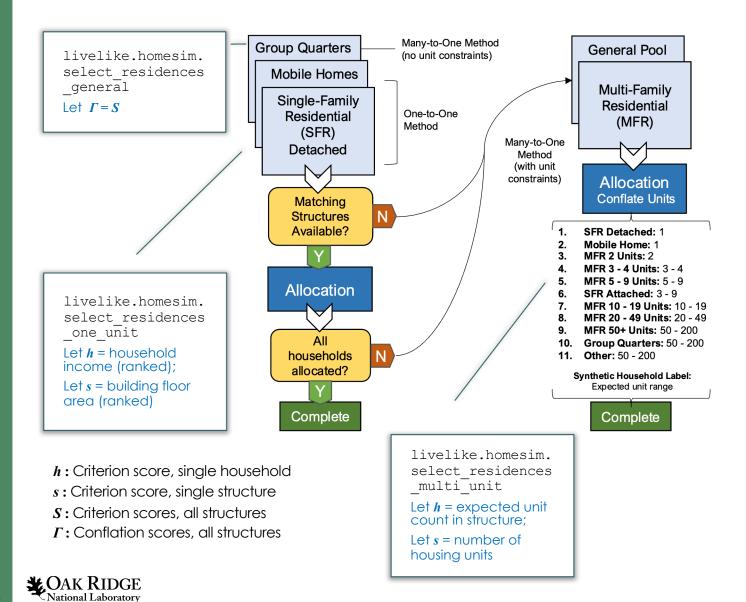
select_residences_multi_unit
Synthetic household selection of residential
structures based on number of units in structure.
Let h = expected unit count in structure;
let s = number of housing units



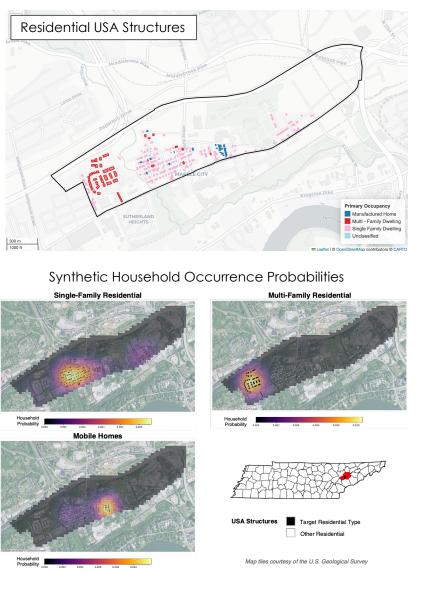
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Example Workflow: USA Structures



Single Block Group Example



Fostering Research Reproducibility

- Open sourcing core Likeness utilities (TBA 2024)
- "Bring your own structures" philosophy for livelike.homesim
- CI pipelines in place to ensure consistency of results



