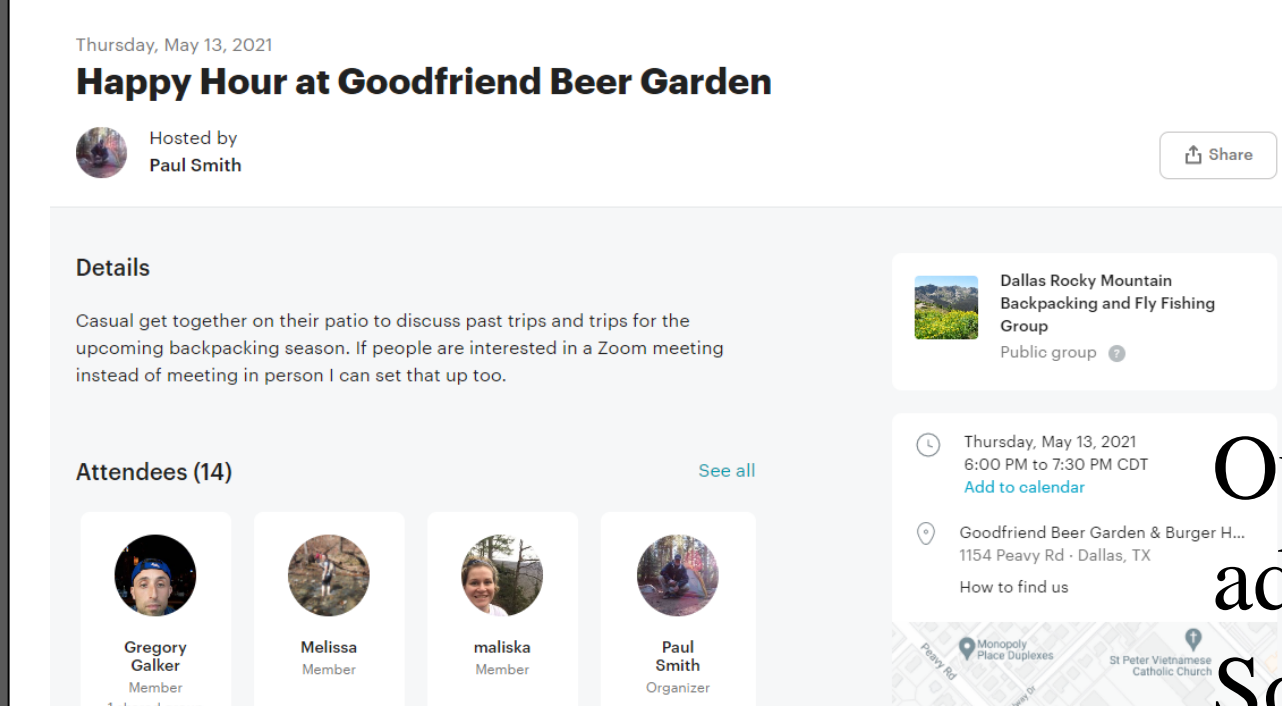
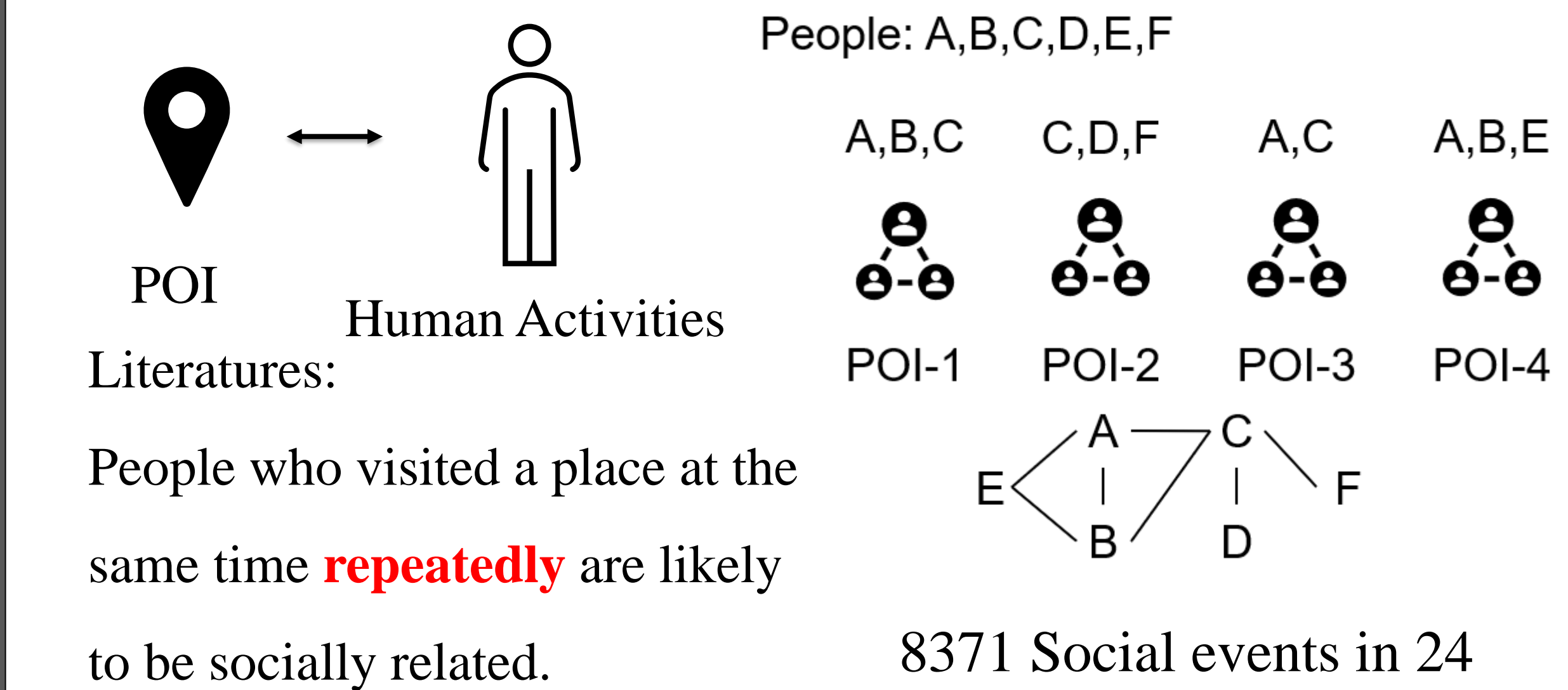


Introduction

Assumption: Assumption: POI (points of interest) afford social actives. And social events raise new relations.

In this study, we ask the **following research question:** Does the built environment have spatial associations with social events? If so, how to quantitatively measure it. We employ POI data from Maptitude to describe the site characteristics and utilize the social events records from meetup to address the spatial associations between human activities and surrounding physical facilities.

Data



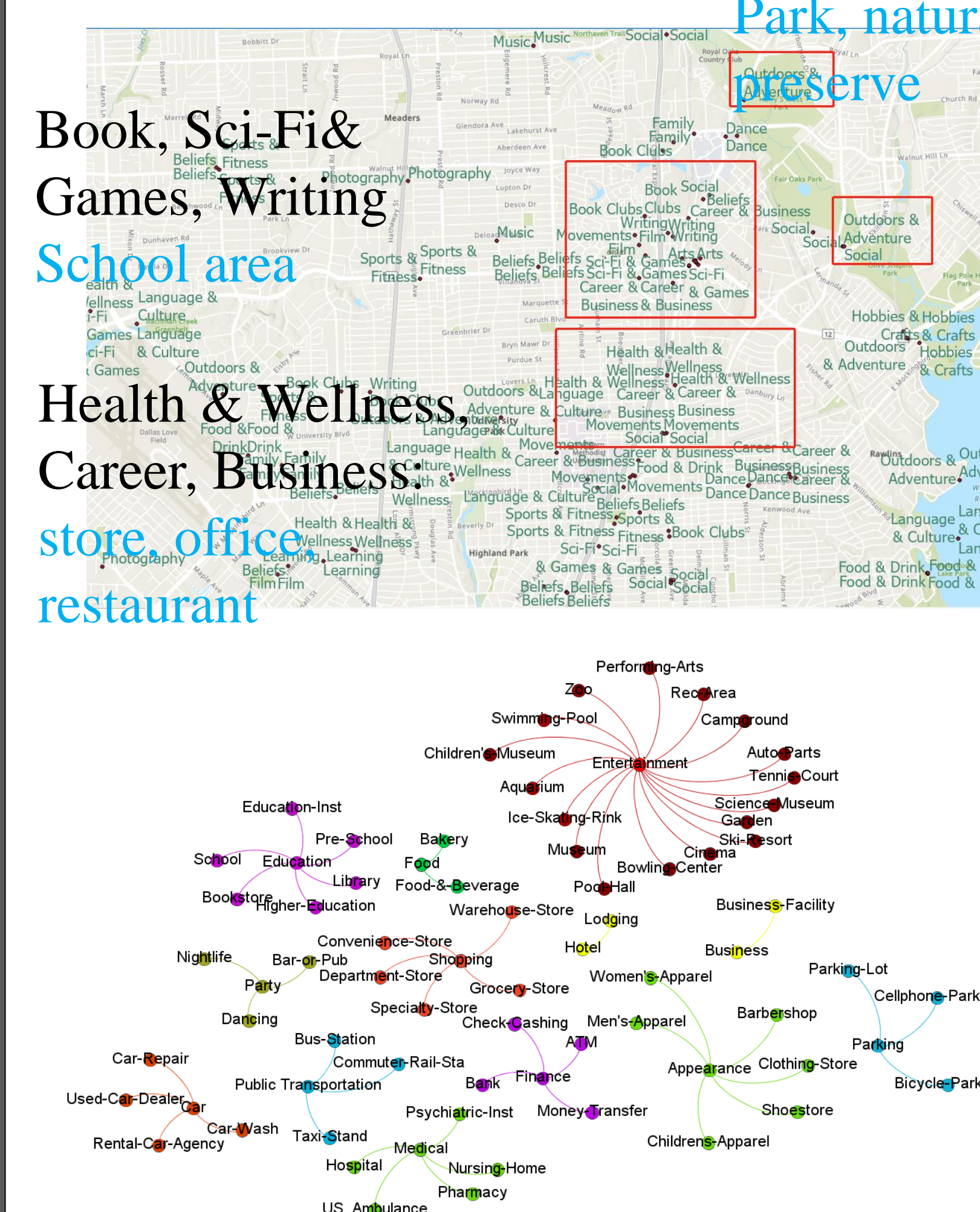
8371 Social events in 24 categories from meetup.com from Feb 26, 2020, to Jan 30, 2021, at 1434 locations (unique Lat/Long pairs)

Outdoors & adventure, Social: Park, natural preserve

62 types (pre-classified by Maptitude) of POI have been reclassified into 13 categories

Business: 1,247
Car: 10,508
Education: 19,686
Finance: 12,663
Food: 9,037

Hotel: 3,254
Medical: 4,307
Appearance: 16,833
Parking: 515
Party: 7,348
Public-Transportation: 205
Shopping: 20,633



Methods

Data Preparation

1. Data collecting by **web crawling**
2. Geo-coding and referencing

Spatial Association

1. **Monte Carlo simulation** for background probability calculation
2. Spatial association mining between POI and social events using **Apriori algorithm**
3. Measure the interestness of discovered rules using the **lift** metric

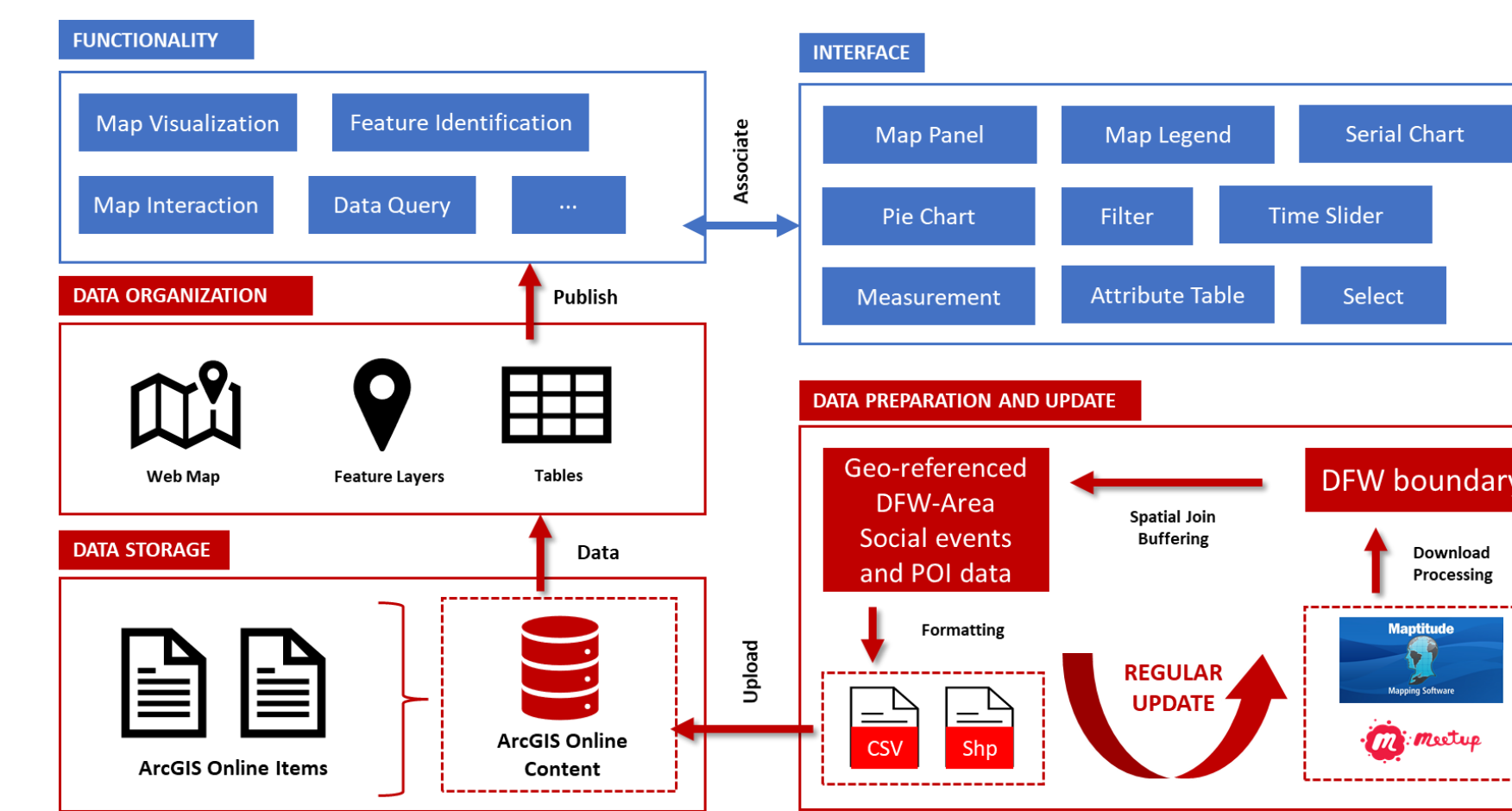
Open to public developing

1. Build a **REST API** Cdata (up to date)
2. Build the Client interface using **ArcGIS Webapp builder** and **experience builder**

$$Support(X \rightarrow Y) = \frac{\text{Records containing both } X \text{ and } Y}{\text{Total number of Records}}$$

$$Confidence(X \rightarrow Y) = \frac{\text{Records containing both } X \text{ and } Y}{\text{Records containing } X}$$

$$Lift(X \rightarrow Y) = \frac{Support(X, Y)}{Support(X) * Support(Y)} = \frac{Cof(X \rightarrow Y)}{Sup(Y)}$$



Results

Co-location Analysis

Spatial statistics-based approaches

Spatial autoregressive model + spatial regression, Ripley's K function, Gravity model, etc.

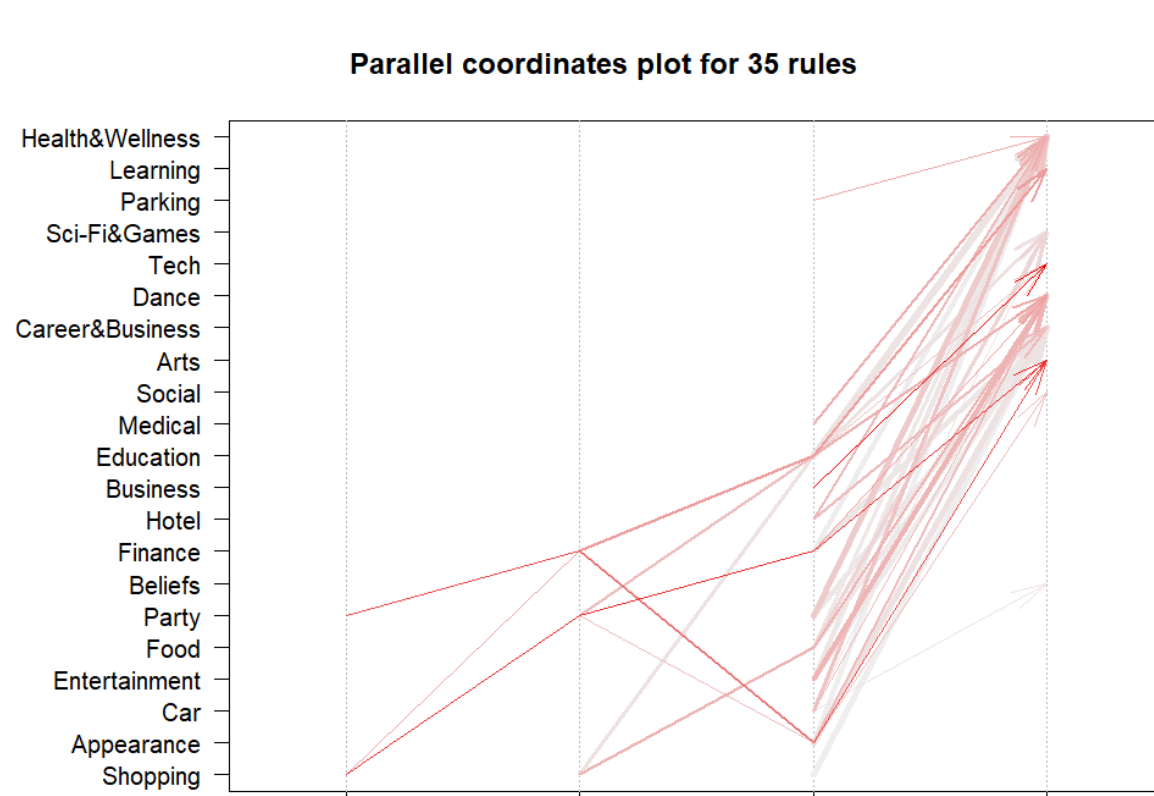
Data mining approaches

Association rule mining
 $X \rightarrow Y(p, cp)$, Both X and Y can be set of items

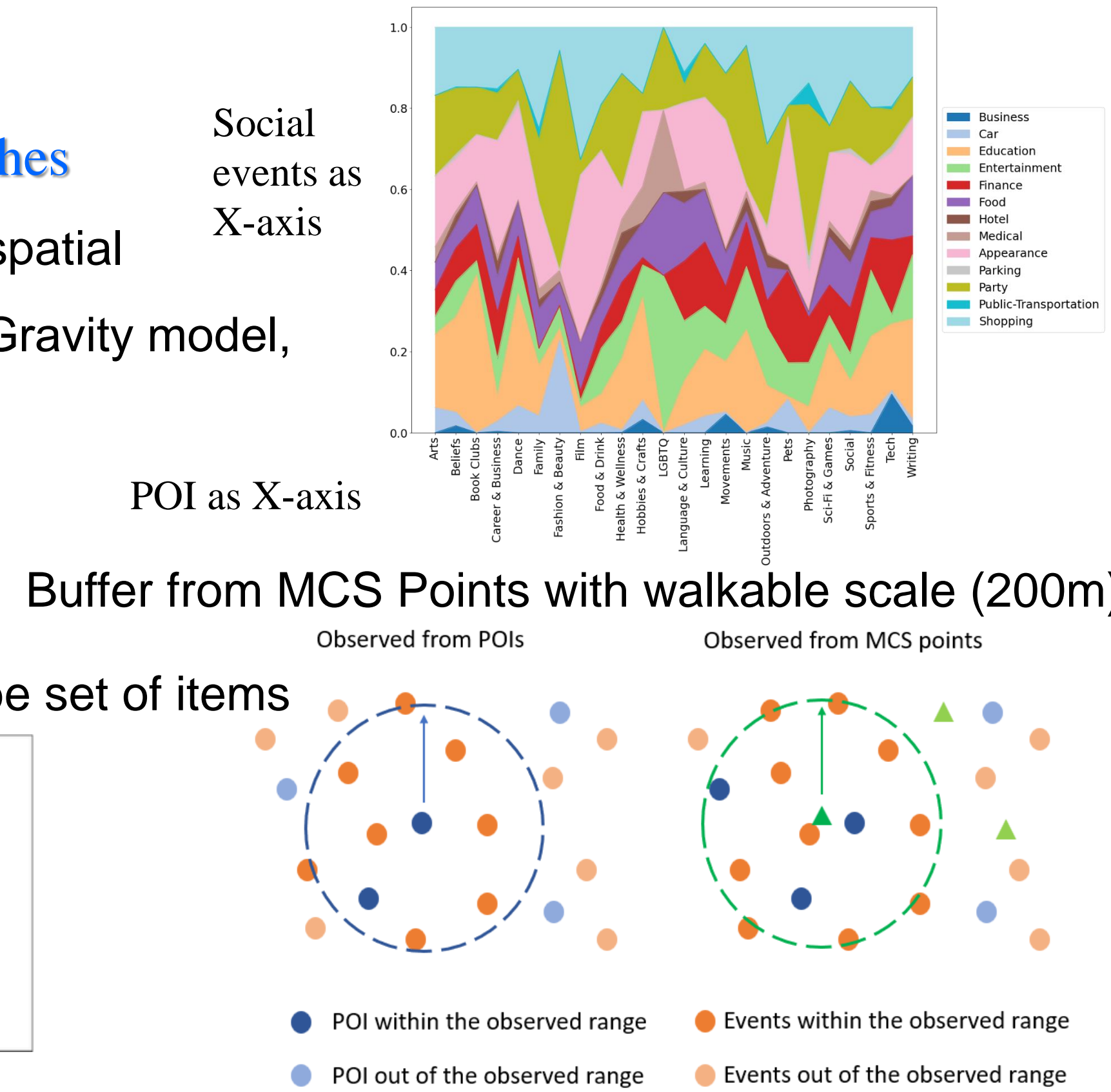


Spatial Association Rules

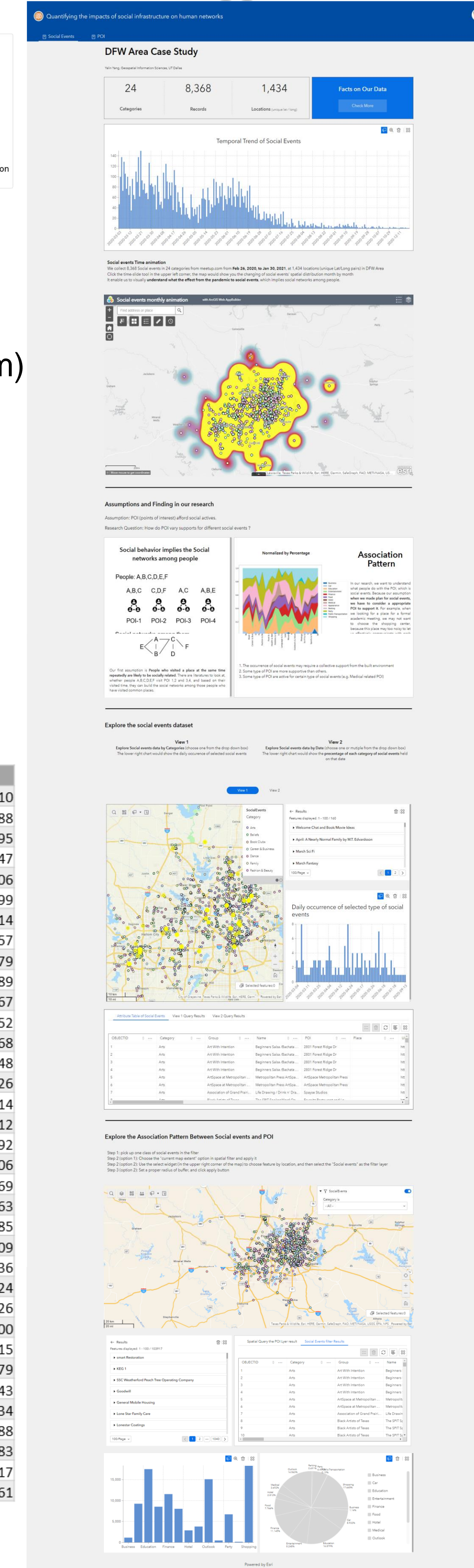
- Detect **35 rules** with $Support_{threshold} = 1\%$ and $Confidence_{threshold} = 10\%$
- The popular Lift measure in literature suggests 29 significant among the POI and social events



Width arrow: support (0.01-0.05)
Color: confidence (0.1-0.22)
lift: 1.07-3.8

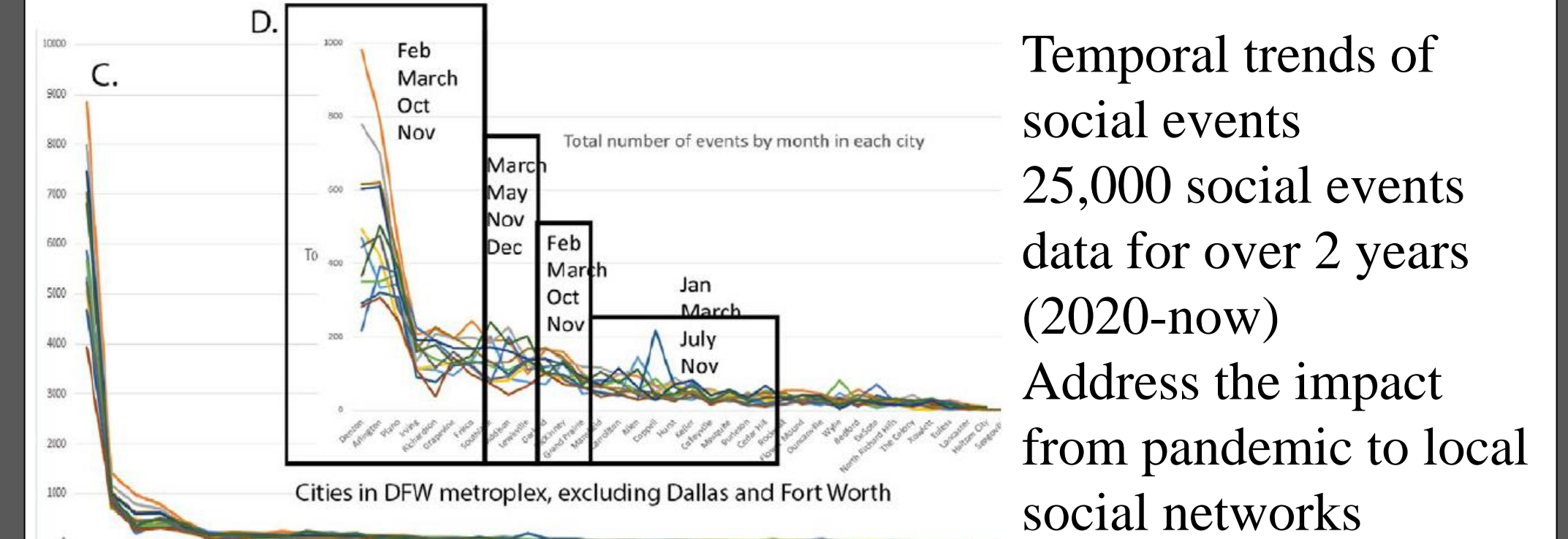
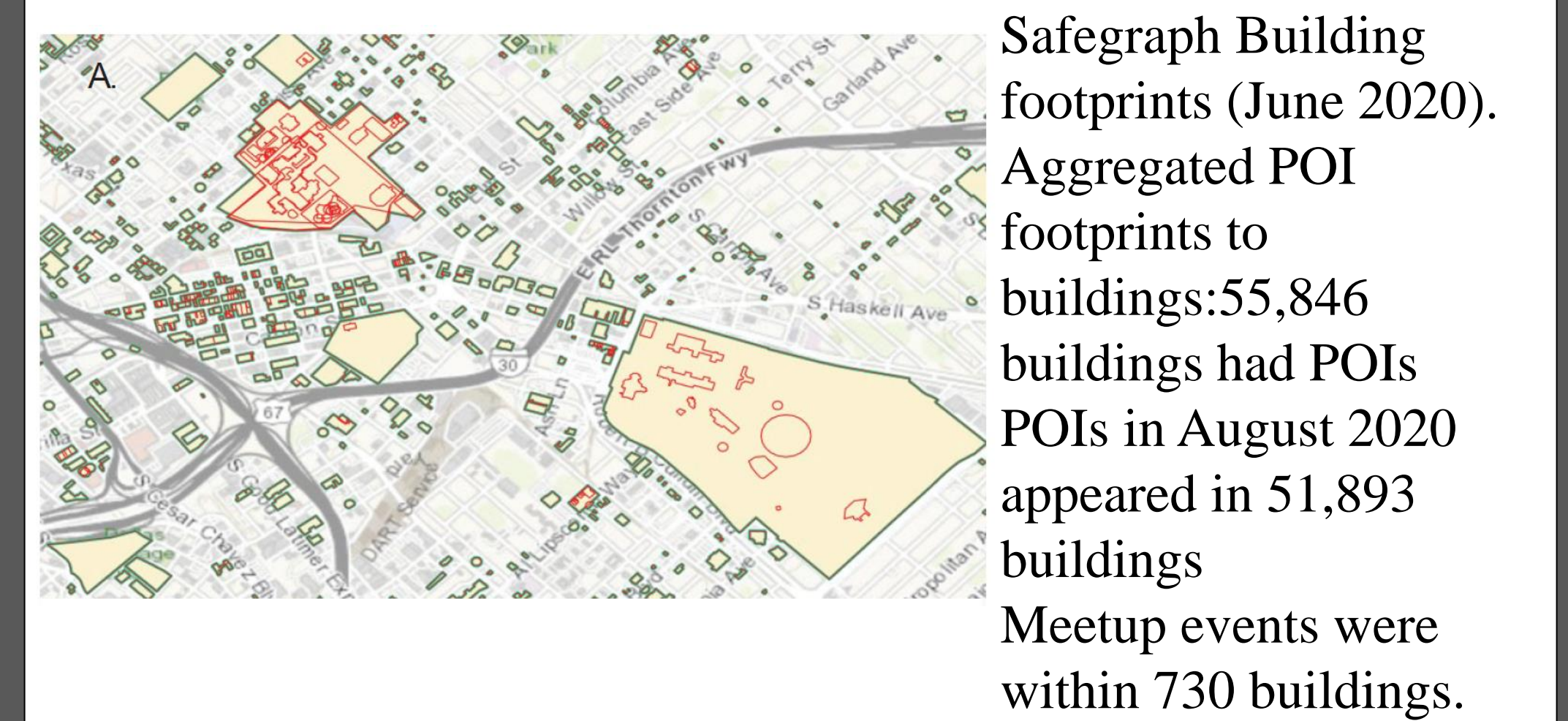


Web app Interface



Item1	Column2	rhs	support	confidence	lift	count
(Business)	=>	(Tech)	0.00131	0.2259	3.8030	110
(Finance, Party, Shopping)	=>	(Arts)	0.0105	0.1082	3.4051	88
(Appearance, Finance, Party)	=>	(Arts)	0.0114	0.1005	3.1625	95
(Education, Finance)	=>	(Learning)	0.0176	0.1061	2.3922	147
(Finance, Party, Shopping)	=>	(Dance)	0.0127	0.1304	2.3718	106
(Education, Finance, Shopping)	=>	(Dance)	0.0118	0.1200	2.1830	99
(Parking)	=>	(Health&Wellness)	0.0136	0.2036	2.1700	114
(Medical)	=>	(Health&Wellness)	0.0188	0.1990	2.1212	157
(Food, Shopping)	=>	(Dance)	0.0214	0.1108	2.0162	179
(Entertainment)	=>	(Dance)	0.0345	0.1105	2.0104	289
(Hotel)	=>	(Health&Wellness)	0.0200	0.1813	1.9329	167
(Appearance, Finance)	=>	(Dance)	0.0182	0.1059	1.9269	152
(Hotel)	=>	(Career&Business)	0.0201	0.1824	1.8962	168
(Education, Party)	=>	(Dance)	0.0177	0.1021	1.8684	148
(Car)	=>	(Dance)	0.0151	0.1021	1.8575	126
(Appearance, Party, Shopping)	=>	(Social)	0.0136	0.1019	1.8216	114
(Appearance, Party, Shopping)	=>	(Dance)	0.0134	0.1001	1.8208	112
(Education, Finance, Party)	=>	(Tech)	0.0110	0.1059	1.7825	92
(Car)	=>	(Health&Wellness)	0.0246	0.1669	1.7795	206
(Party)	=>	(Career&Business)	0.0333	0.1163	1.6396	369
(Food)	=>	(Sci-Fi&Games)	0.0314	0.1227	1.4755	263
(Appearance)	=>	(Career&Business)	0.0460	0.1247	1.2960	385
(Education, Shopping)	=>	(Sci-Fi&Games)	0.0250	0.1065	1.2801	209
(Car)	=>	(Beliefs)	0.0163	0.1102	1.2651	136
(Education)	=>	(Health&Wellness)	0.0507	0.1186	1.2646	424
(Entertainment)	=>	(Sci-Fi&Games)	0.0151	0.1021	1.2276	126
(Entertainment)	=>	(Health&Wellness)	0.0359	0.1147	1.2229	300
(Finance)	=>	(Career&Business)	0.0376	0.1174	1.2200	315
(Party)	=>	(Career&Business)	0.0333	0.1163	1.2089	279
(Food)	=>	(Career&Business)	0.0290	0.1134	1.1787	243
(Food)	=>	(Health&Wellness)	0.0380	0.1092	1.1640	234
(Entertainment)	=>	(Career&Business)	0.0344	0.1101	1.1448	288
(Finance)	=>	(Health&Wellness)	0.0338	0.1054	1.1240	283
(Appearance)	=>	(Health&Wellness)	0.0379	0.1027	1.0943	317
(Shopping)	=>	(Career&Business)	0.0431	0.1035	1.0762	361

Future Work



Temporal trends of social events data for over 2 years (2020-now)
Address the impact from pandemic to local social networks

Conclusions

- Distinctive association patterns between different types of social events and POI
- Food, shopping and party related POI actively contribute to the occurrence of social events.
- Pandemic and related policy have dramatically altered the distribution of social events, which implies the local social networks among participants

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