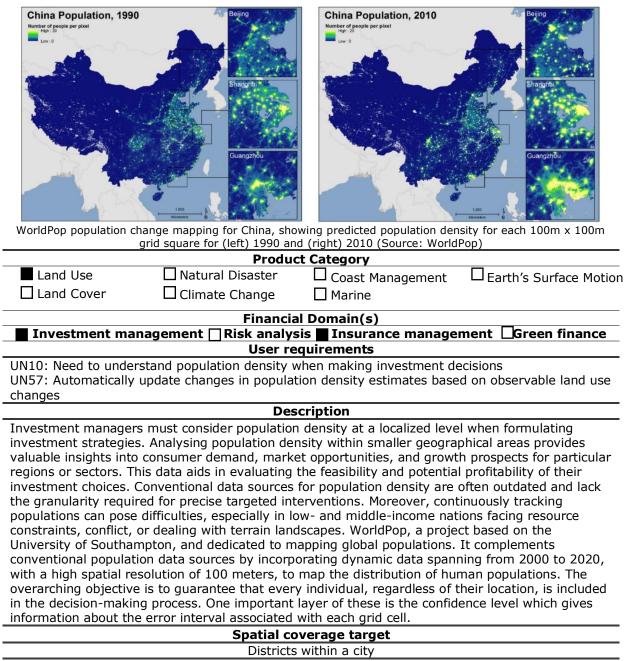


WorldPop – Population Counts



Districts within a city		
Data throughput		
Rapid tasking Data availability	High Low High Low	



Product specifications	
Main processing steps	WorldPop generates high resolution global population density maps by using machine learning algorithms to correlate available census surveys for certain years with many other sources of data including geospatial data. The idea is to generate population grid maps which are continuous in time and space. The geospatial data used to generate these maps is categorised into raster and vector data. The raster data includes EO data such as elevation, slope, vegetation types, accessibility to major cities, land use and land cover maps, nighttime light, temperature, and precipitation data. The population maps are generated using two different techniques called bottom-up and top-down, each of these techniques has advantages and disadvantages and the investment manager can choose any of them based on their needs. For more information about these techniques and how the maps are generated, you can open this link https://www.worldpop.org/methods/populations/. In addition to the EO data, the population maps are generated using geospatial data like Open Street Map (OSM) to calculate the distance to important features such as roads water bodies, hospitals, etc.
Input data sources	Optical: land use and land cover maps, vegetation types, temperature and precipitation maps. Radar: Elevation, Slope Supporting data: Census data, settlement data, OSM
Accessibility	Optical and SAR VHR imagery: commercially available on WorldPop – population count is publicly and freely available through the University of Southampton.
Spatial resolution	100 m & 1 km
Frequency (Temporal resolution)	Annual
Latency	N.A
Geographical scale coverage	Globally
Delivery/ output format	Data type: Raster File format: GeoTIFF
Accuracies	Thematic accuracy: varies by the region. Spatial accuracy: 1.5-2 pixels of input data
Constraints and limitations	 WorldPop data is available at a relatively high spatial resolution (often 100 meters) and is dynamic from 2000 to 2020. However, for some applications, even higher resolution and more recent data may be required. The accuracy of population estimates relies on multiple factors, including the quality of input data, the assumptions made in modelling, and validation against ground truth data. Errors can occur, especially in areas with limited ground data for validation. There can be a lag between the actual population changes and the availability of updated WorldPop data, as it is not real-time information. However, this can be overcome by calculating the maps by an EO provider with the same methodology as WorldPop.
Level of skills required by users to use the EO service	Skills: Essential Knowledge: Essential