

Geographic Knowledge Modeling

for Territorial Intelligence



 \forall $B \in PROJECT$, \exists $P \in GO$ Ω -Type (B) = "Building", Ω -Type (P) = "Parcels",

Contains (Geom(P), Geom(B)): Height(B) < 10 $\land Street_distance(B, P) > 3$ $\land Neighbor_distance(B, P) > 3$ \Rightarrow UP-Allowed (B, P)

Rule 10.9-10.13

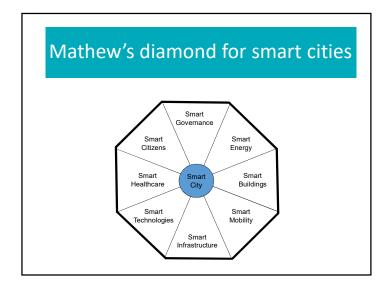
2 – Components of a GKB

1 - Introduction

3 - Conclusions

1 – Introduction

- Information
 - Geographic information systems (80s)
 - Fundamentals of Spatial Information Systems (Laurini-Thompson, 91)
 - "Information Systems for Urban Planning" (Laurini, 01)
- Now Knowledge
 - Business intelligence to Territorial Intelligence
 - Knowledge society



Territorial Intelligence

Territorial Intelligence

(Territory

Collective Human Intelligence

Artificial Intelligence)

→ Sustainable development)

About Knowledge

- Knowledge Society
- Basis for governance
 - Smart Cities
 - Territorial Intelligence
- Difference between data, information and knowledge
- Neighboring concepts
 - Smart People
 - Smart Governance

New Context

- New acquisition devices
 - Real time sensors
 - Crowd sourcing
 - VGI
 - · Big Data
- New concepts
 - Smart cities
 - Territorial Intelligence
- Reorganize information systems in local authorities
- Importance of geographic reasoning

Definition of Geographic Knowledge

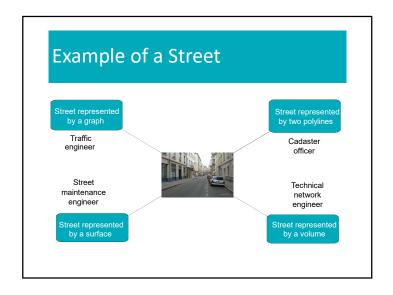
- Geographic knowledge corresponds to information potentially useful to
 - explain,
 - manage,
 - monitor
 - and plan a territory.
- But also to
 - analyze the past
 - forecast the future landscapes

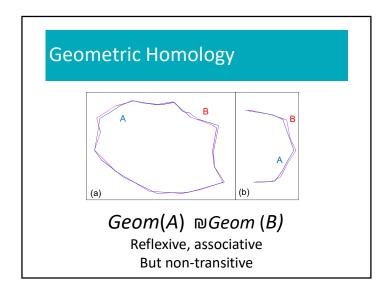
Geographic Knowledge

- RULES as first-class citizens in IT
 - IF-THEN-Fact
 - IF-THEN-Actions
- Business intelligence (1st order logic)
- Territorial Intelligence
 - Rewrite geoprocessing based on rules
 - Renovate concepts
- New types for geographic rules

Specific Characteristics

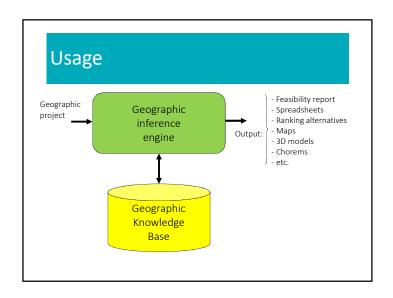
- Space 2D, 3D, 3D+T → coordinates
- Computational geometry, topology
- Cartography and geovisualization
- Spatial analysis
- Features and geographic objects
 - Measurement accuracy
 - Multiple representations
 - Acquisition devices

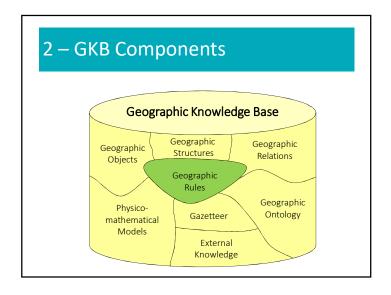


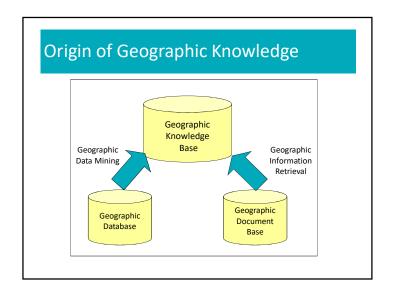


Geographic Projects

- Where to put a new airport, a new hospital, a new stadium, etc.?
- Is this new construction project compliant with planning rules?
- What is the best mode or the best way to get from A to B?
- How to organize a plan for green spaces in a city?
- How to reorganize common transportation?
- etc.







2.1 – Geographic Objects

- Geodetic objects
- Administrative objects
- Manmade objects (crisp boundaries)
- Natural objects
- With fuzzy boundaries
- Continuous fields

Geodetic Objects

- Theoretical objects on the globe
 - Equator
 - North and south poles
 - Meridians
 - Parallels
- Modeled with points, lines and circles
- · Basis for definition of coordinates
- Cannot disappear

Administrative Objects

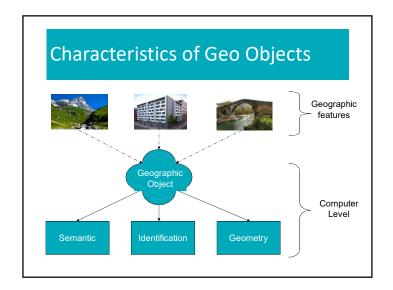
- Without considering disputes at borders
- Non-connected polygons
- Often organized in hierarchical tessellations
 - · Countries, regions, provinces, municipalities
 - Parks
- Total coverage of the Earth
- A some scales, they can disappear

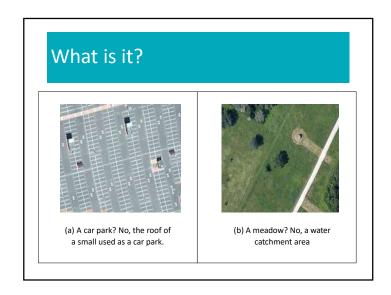
Manmade Objects

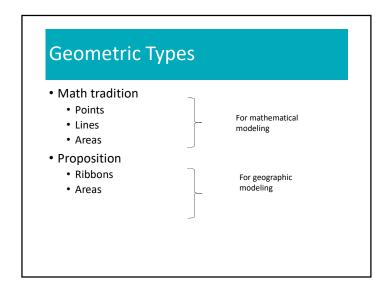
- Manmade
 - Buildings, bridges, streets, etc.
- Usually Euclidean objects
- · Modeled as non-connected polygons
- At some scales
 - · Roads can become linear
 - · They can disappear

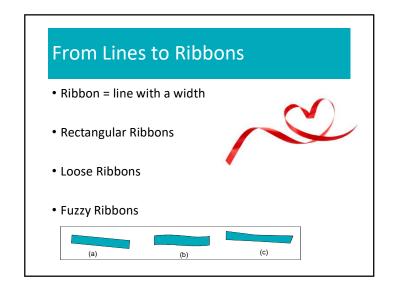
Natural Objects

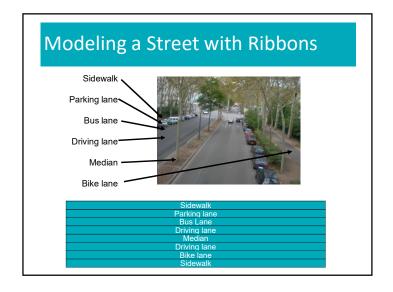
- Shape can evolve
 - · River, minor and major bed
- · Boundary not easy to define
- Fractal geometry can be useful
 - Multi-scale
- Fuzzy sets
 - Egg-yolk

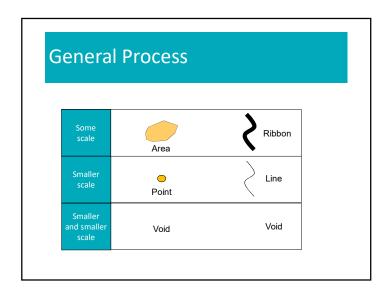














• Geographic object (O) at scale σ noted O^{σ}

 $\forall O \in GO, \forall \sigma \in Scale, G-Type(O) = Area, O^{\sigma} \equiv 2Dmap(O, \sigma):$ $Area (O^{\sigma}) < (\varepsilon_{lp})^{2}$ \Rightarrow $O^{\sigma} = \emptyset.$ Rule 4.1

Transformation of an Area into a Point

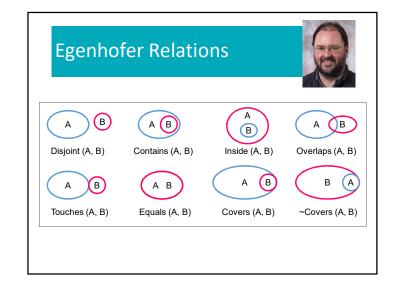
 $\forall O \in GO, \forall \sigma \in Scale, G-Type(O) = Area, O^{\sigma} \equiv 2Dmap(O, \sigma):$ $(\varepsilon_{i})^{2} < Area (O_{\sigma}) < (\varepsilon_{ip})^{2}$ \Rightarrow $\{G-Type(O^{\sigma}) = Point; O^{\sigma} = Centroid(O)\}$

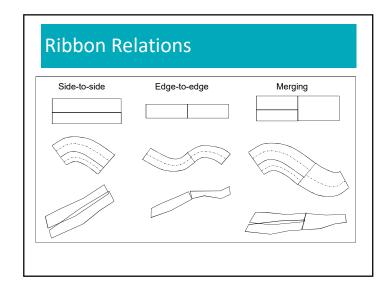
Final Remarks Concerning Geographic Objects

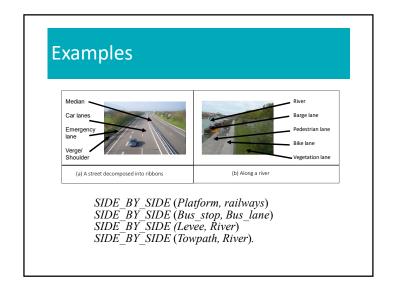
- $GO \equiv \{O_1, O_2, ... O_n : n \in N\}.$
- $O_i \equiv (GeolD_{\nu} \ G-Type_{\nu} \ Topo_{\nu} \ Geom_{\nu} \ \Omega$ -Type, (Attribute, Value)*)
- G-Type \in {Point, Line, Area, Ribbon, Void, Null}.
- Modifiers
 - Crisp and Fuzzy for points, lines, ribbons and areas
 - Oriented or Not_Oriented for lines and ribbons.

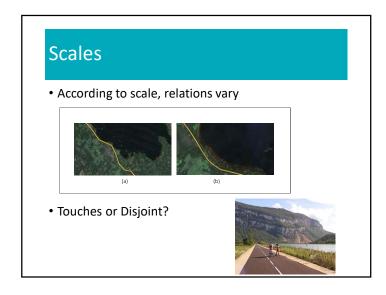
2.2 – Geographic Relations

- Not only spatial relations (Egenhofer)
- Geographic relations can vary according to scale
- Ribbon relations



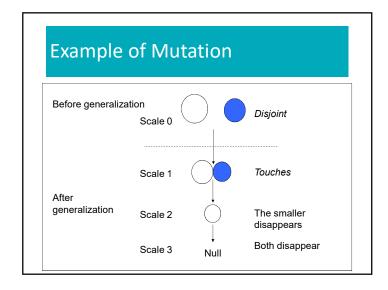






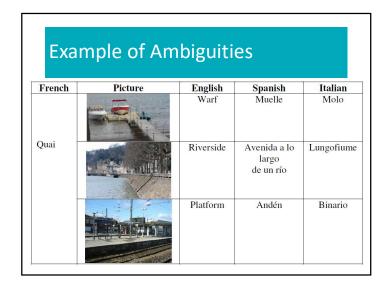
Mutation of Topological Relations

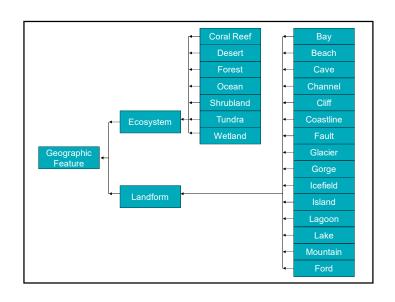
- Example of Topological Mutation due to Granularity of Interest
- Mutation Table of Egenhofer Relations
- Mutation of Ribbon Relations

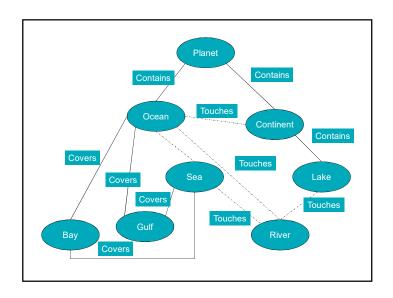


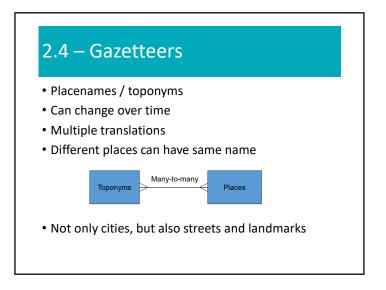
2.3 – Geographic Ontologies

- Organizations of geo features
- In addition to relations "is_a", "has_a", "whole_part"
 - Necessity of spatial relations









Some Problems Regarding Toponyms

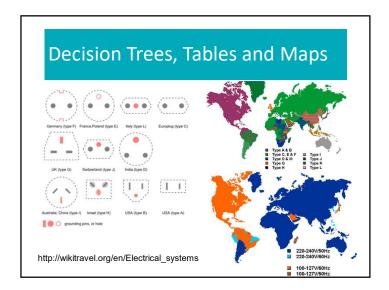
- "Mississippi" can be the name of a river or of a state.
- The city, "Venice", Italy, is also known as "Venezia", "Venise", "Venedig", respectively, in Italian, French and German.
- The local name of the Greek city of "Athens" is "A $\theta \dot{\eta} v \alpha$ "; read [a' θ ina].
- "Istanbul" was known as "Byzantium" and "Constantinople" in the past.
- The modern city of Rome is much bigger than in Romulus's time.

2.6 – Geographic Rules

- in the United Kingdom, we drive on the left;
- in Canada, the majority of the population lives along the border with the United States;
- each capital city has an international airport nearby;
- between the two capital cities, in general, there are direct flights;
- in the Northern Hemisphere, the more you are going to the north, the colder (but locally this is not always true).

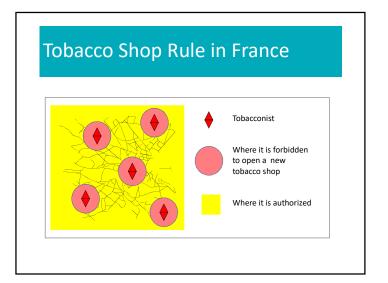
Examples of Geographic Rules

- the more you climb a mountain, the colder;
- · heavy rain upstream, downstream flooding.
- mosques are oriented towards Mecca;
- if a zone is a swamp, it is necessary to prohibit construction;
- if there is unemployment, the creation of companies or industrial areas must be encouraged;



Different Types of Geographic Rules

- Applicative rules
 - Urban and Environmental Planning
 - Transportation
 - · Tourism, etc
- Generic rules (to ensure reasoning robustness)
 - · Quality control
 - Independence from data acquisition devices
 - Taking human languages and reasoning into account
 - Variation according scales (mutation of shapes, relations, etc.)



Zone Determination

 $\forall \ F_i \in GO, \ \exists \ Z \in Terr, \\ \text{G-}Type \ (F_i) = Point, \ \text{G-}Type \ (Z) = Area, \\ \Omega \text{-}Type \ (F_i) = \text{``Tobacconist''}, \\ Geom \ (F_i) \in Terr$

Rule 10.8

 $Geom(Z) = Terr - Union (Buffer (F_i, 500))$

Urban Planning Rules

- Rule 1: If a zone is a marsh or floodplain then prohibit construction.
- Rule 2: If there is unemployment then support the creation of businesses and/or create industrial zones.
- Rule 3: If a plot is adjacent to an airport then limit the height of the building.

2.7 – External Knowledge

- In GIS, usually coverage = spatial extension of the jurisdiction of the owning entity
- Importance of the vicinity
- · Two kinds of external knowledge
 - · At the vicinity of the jurisdiction
 - Technology watching
- "intra muros" and "extra muros" knowledge

4 – Conclusions

- 80 % of data in the world have some geographic basis
- Only a rapid presentation of geographic knowledge in urban planning
- Territorial intelligence more complex than business intelligence
- Many additional aspects must be developed
 - 3D, time
 - Computer language
 - Geographic inference engine

Main recent references

- LAURINI R. (2014) "A Conceptual Framework for Geographic Knowledge Engineering", Journal of Visual Languages and Computing, Volume 25, pp.2-19.
- LAURINI R. (2015) "Geographic Ontologies, Gazetteers and Multilingualism" Journal of Future Internet, January 2015.
- LAURINI R., KAZAR O. (2016) "Geographic Ontologies: Survey and Challenges" Journal for Theoretical Cartography (Vol. 9; 2016), ISSN 1868-1387, pp. 1-13.
- LAURINI R, FAVETTA F (2017) "About External Geographic Information and Knowledge in Smart Cities". 2nd International Conference on Smart Data and Smart Cities, 4–6 October 2017, Puebla, Mexico. The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences, Volume XLII-4/W3, 2017.

