

Spatial Intelligence

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What I do

What I do

- intelligent representation and processing of spatial information



From the Cognitive Perspective

- How do humans *perceive* spatial information?
- How do humans *process* spatial information?



Enhancement in Geoinformatics

- How to support humans interacting with GI software?
- Spatial Qualitative Reasoning
- Common-Sense Reasoning (similarity & analogy)

What I do

... and how does it fit to our project ideas?

1. ***Enhancing GUIs:***

How to support humans interacting with GI software?

→ develop an intuitive GUI for querying spatial information systems

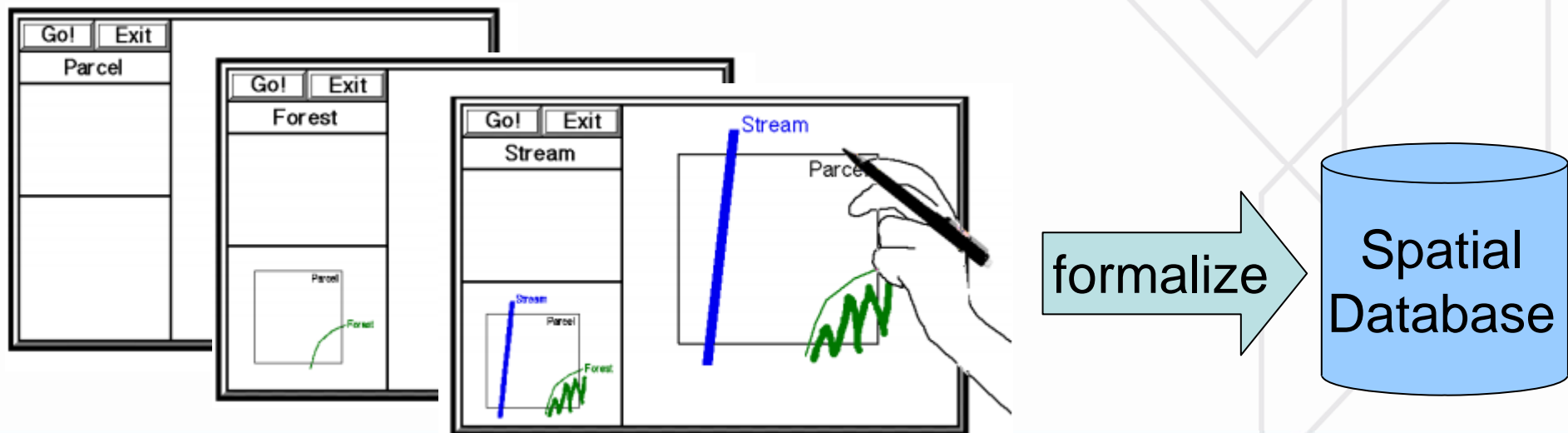
2. **Searching for Common Structures in Data**

→ use analogical comparison

Topic 1: Enhancing GUIs

Query-By-Sketch (M. Egenhofer)

- make HCI easier
- describe query in formal way is not intuitive
- sketch maps support human spatial thinking

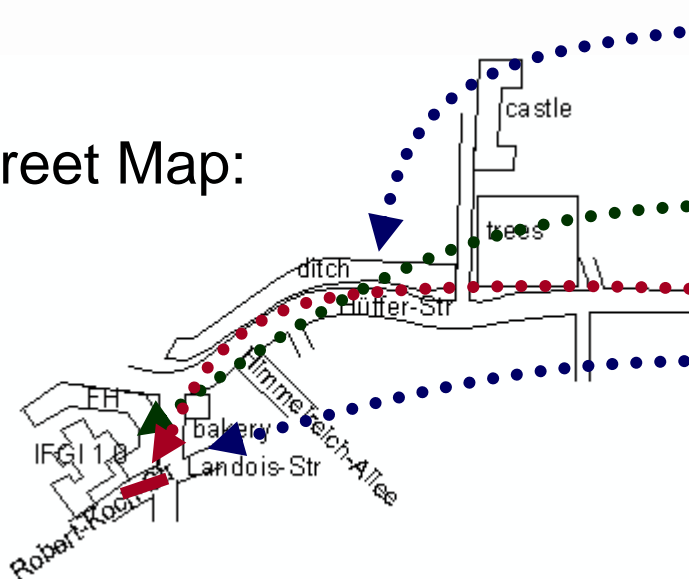


Topic 1: Enhancing GUIs

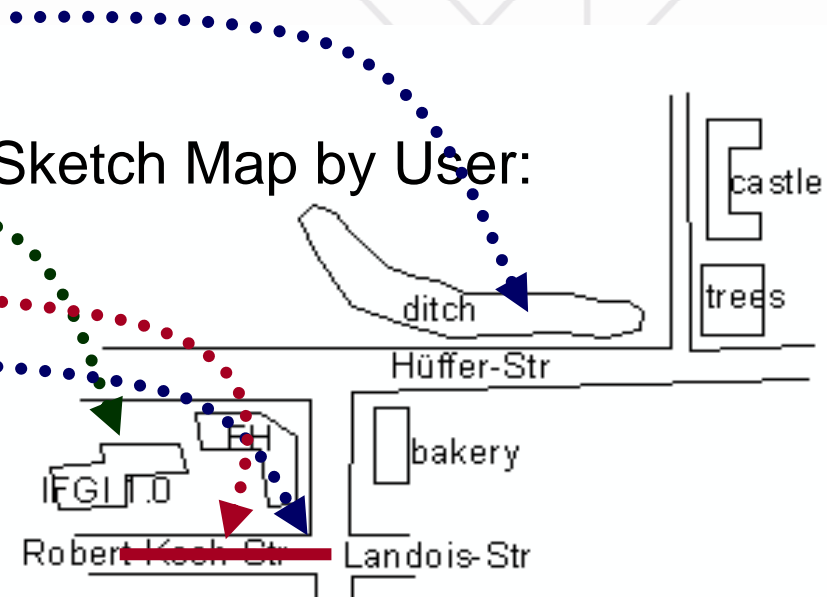
Typical imprecision / errors in human cognition:

- distance (importance, amount information)
- direction (rectangular angles, straighten)
- shape, size (simplify, distort)

Street Map:



Sketch Map by User:

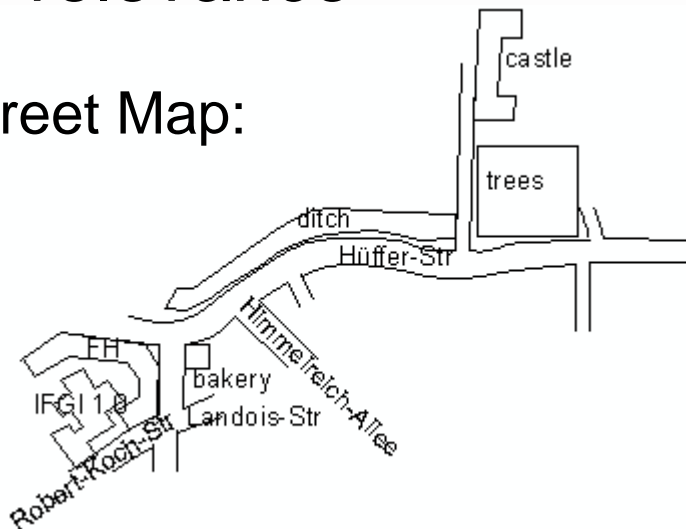


Topic 1: Enhancing GUIs

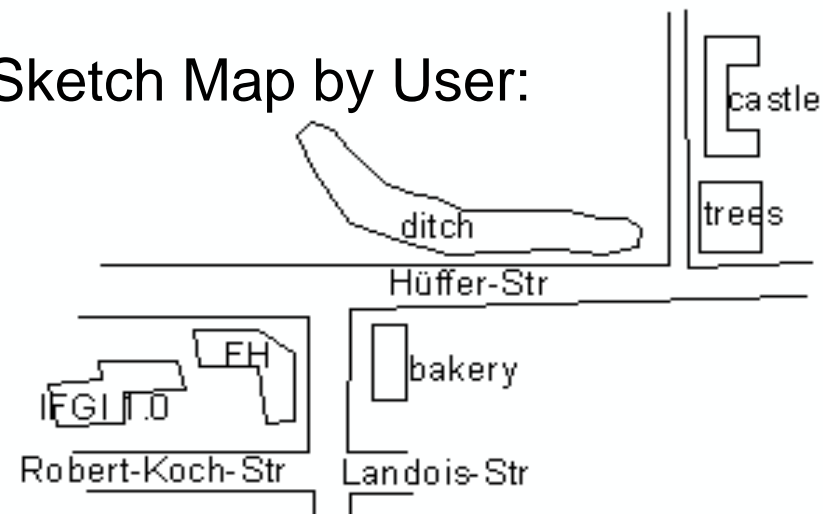
Typical imprecision / errors in human cognition:

- distance (importance, amount information)
- direction (rectangular angles, straighten)
- shape, size (simplify, distort)
- relevance

Street Map:



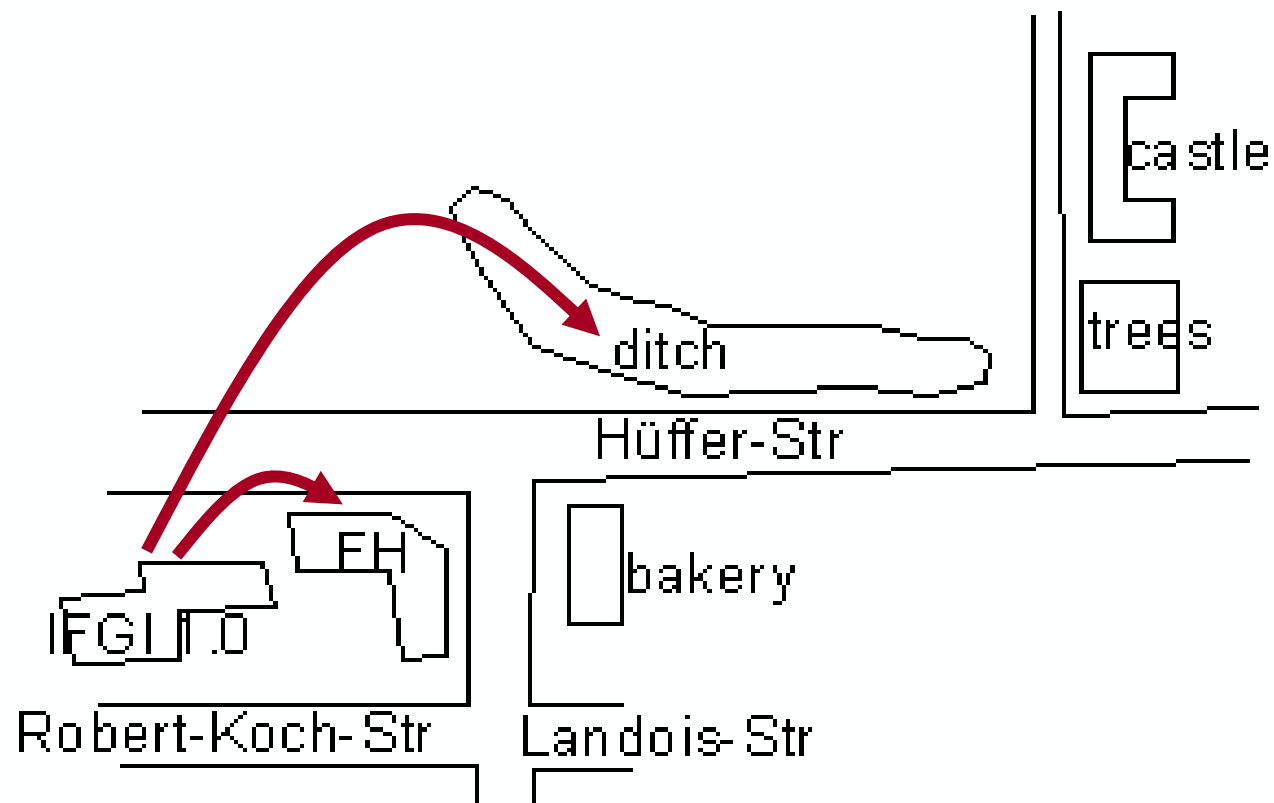
Sketch Map by User:



Topic 1: Enhancing GUIs

Formalization of sketches:

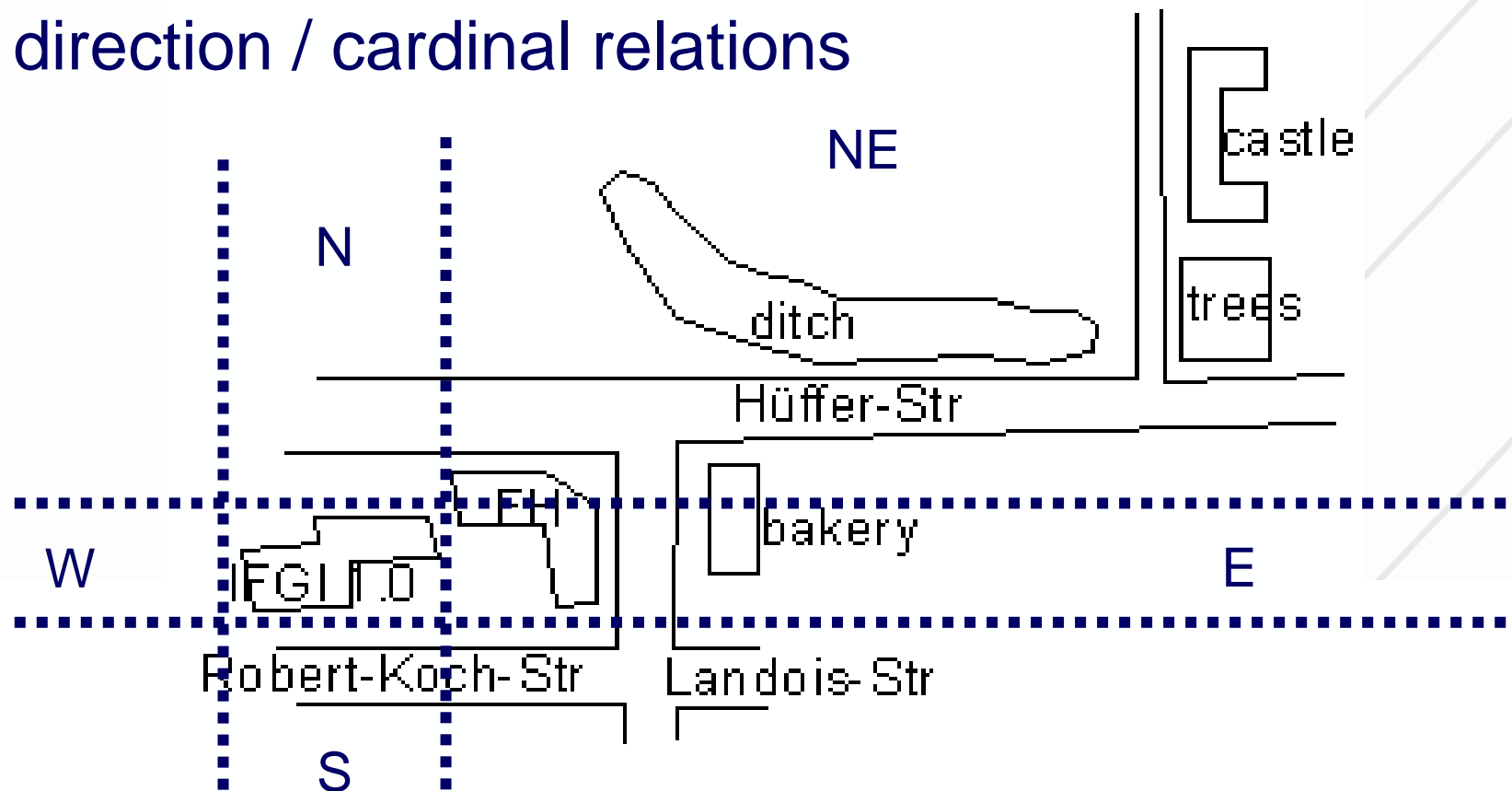
- topological relations



Topic 1: Enhancing GUIs

Formalization of sketches:

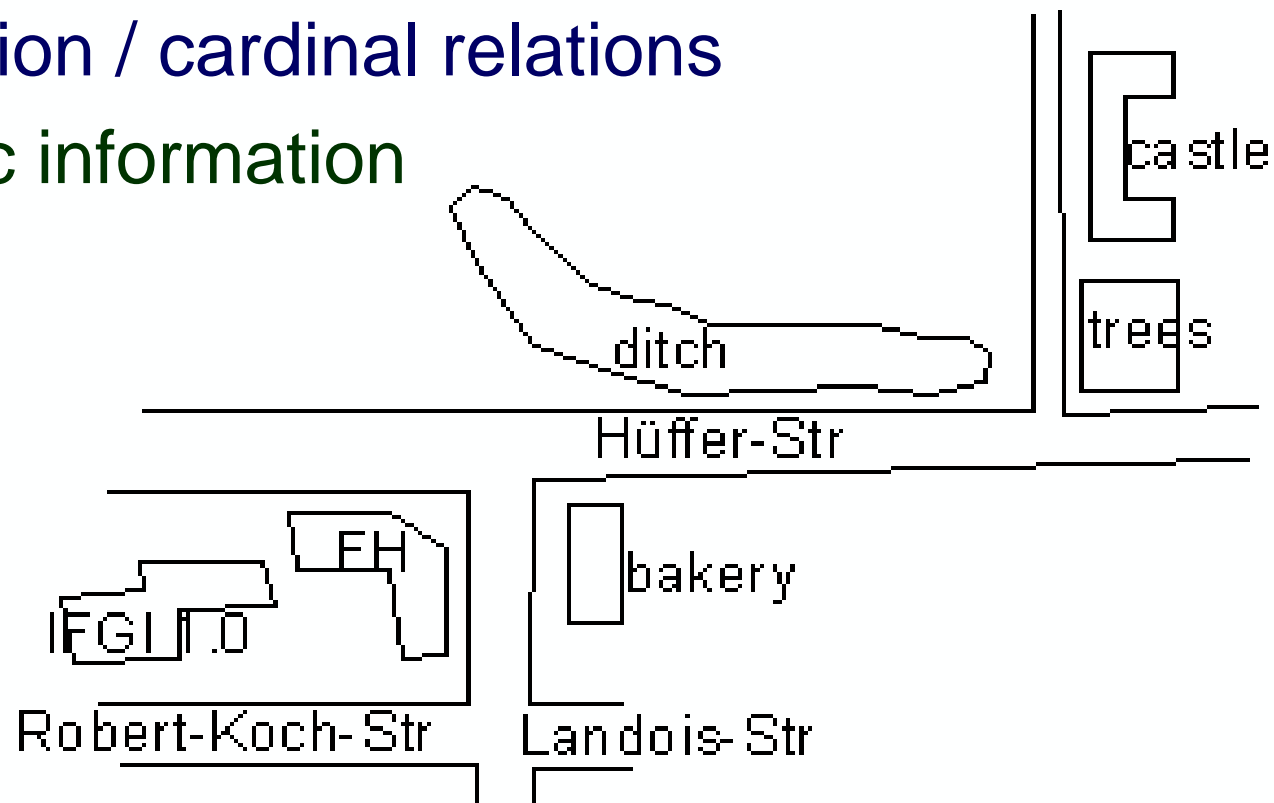
- topological relations
- direction / cardinal relations



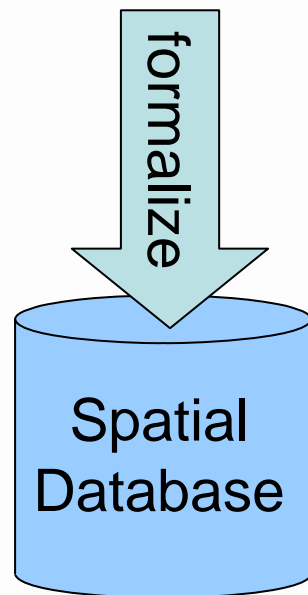
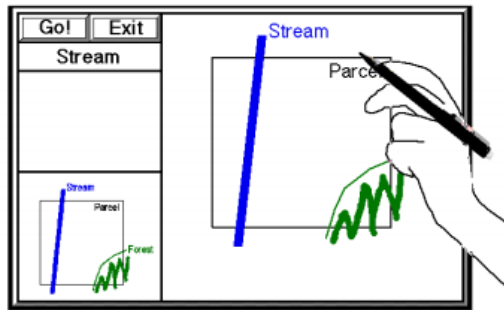
Topic 1: Enhancing GUIs

Formalization of sketches:

- topological relations
- direction / cardinal relations
- metric information



Topic 1: Enhancing GUIs



1. People draw sketches
→ analyze distortions / errors
2. Formalization of sketches
→ qualitative spatial relations?
topology / metric / direction
→ what is important to capture?
account for schematization errors
in human cognition?
3. Test usability of the approach

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Topic 2: Searching Commonalities



Classical reasoning on computers

- deduction, abduction, induction

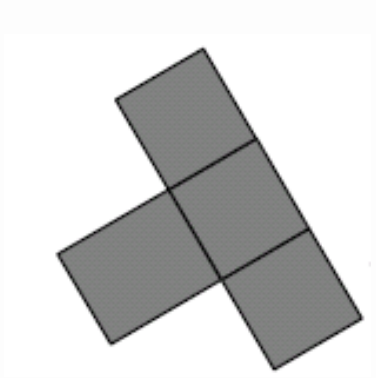


Human reasoning

- new situations are compared to previous similar experiences
- analogical reasoning
 - compare for structural similarities
 - map analogous elements
 - transfer knowledge from one situation to other situation

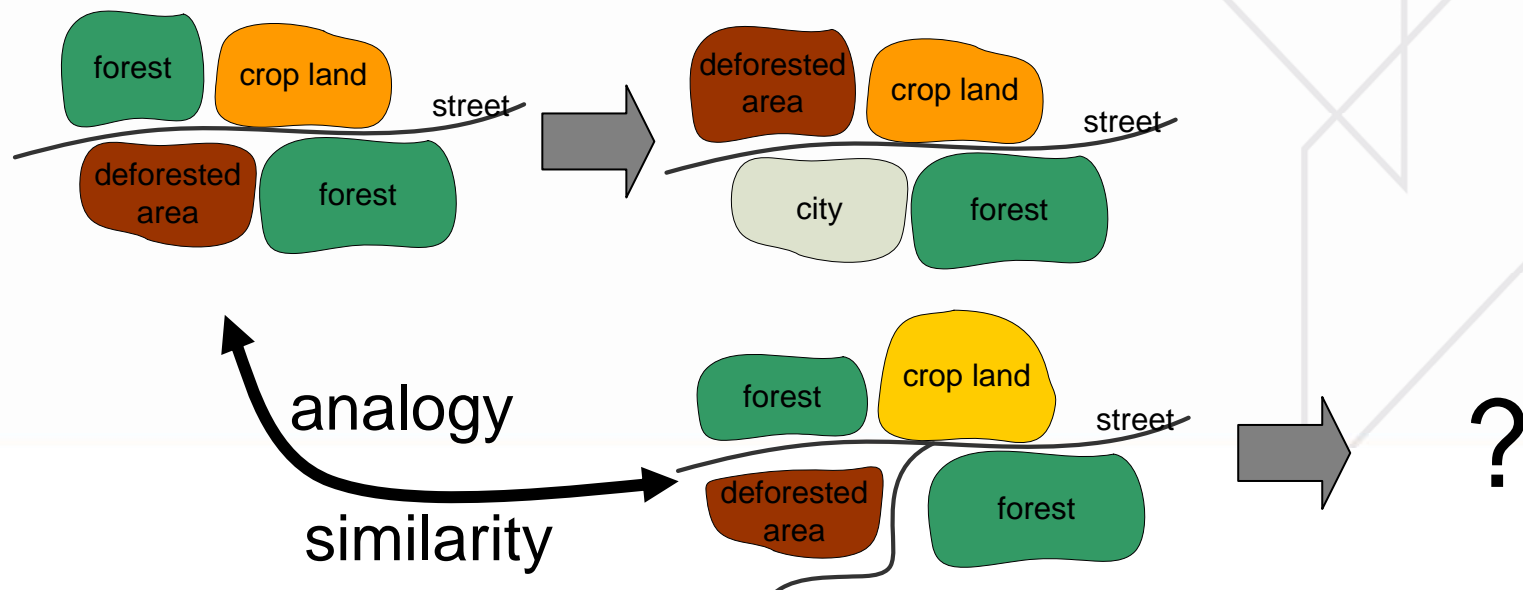
Topic 2: Searching Commonalities

- analogical reasoning used to automatically analyze topographic maps
 - classification of polygons (road layer)
 - spatial relation between polygons (adjacent)

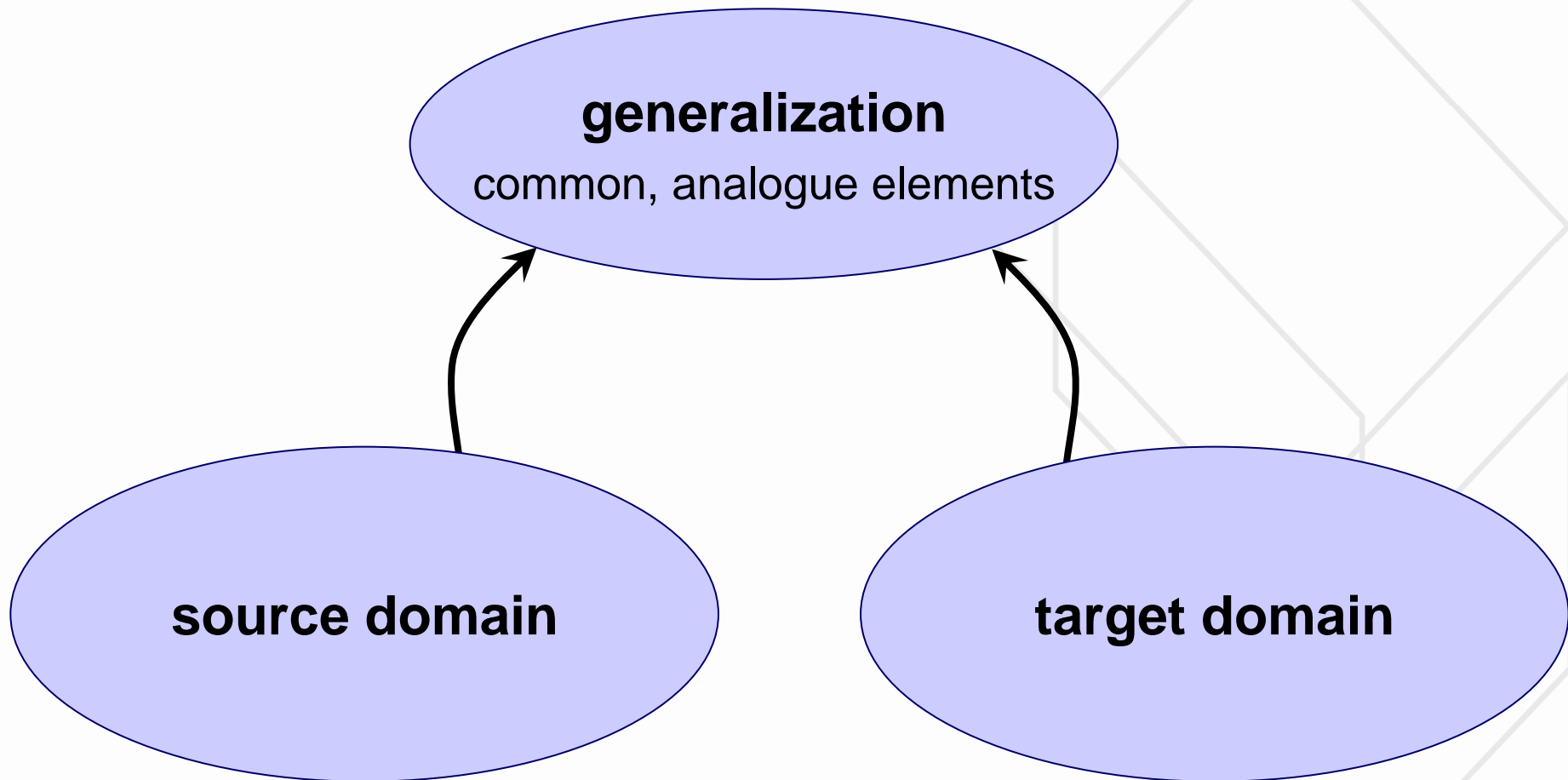


Topic 2: Searching Commonalities

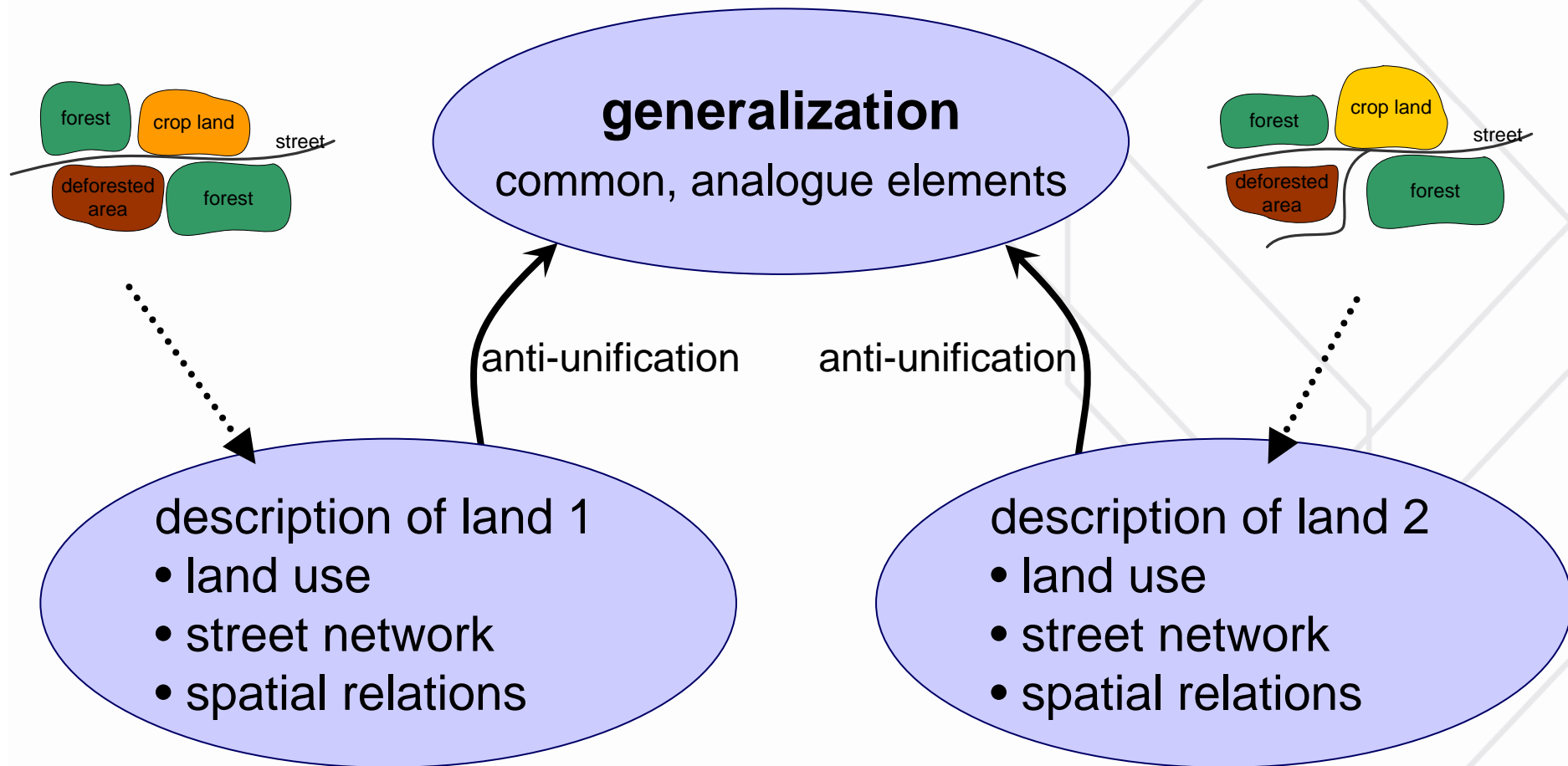
- changes lead to new developments
- learn from previous experiences
 - search for similar land use patterns
 - to predict development
 - to suggest best practices



Topic 2: Searching Commonalities



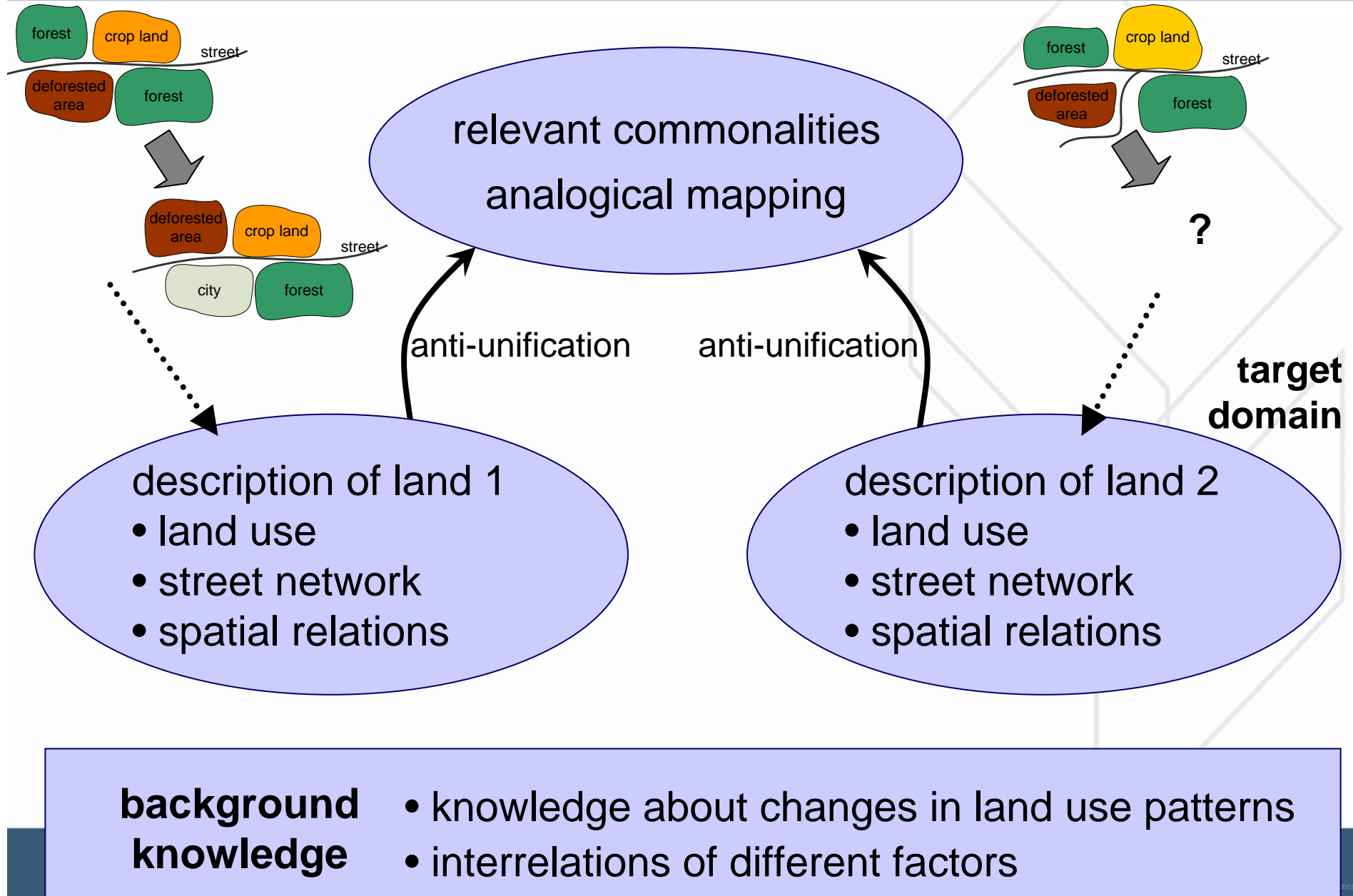
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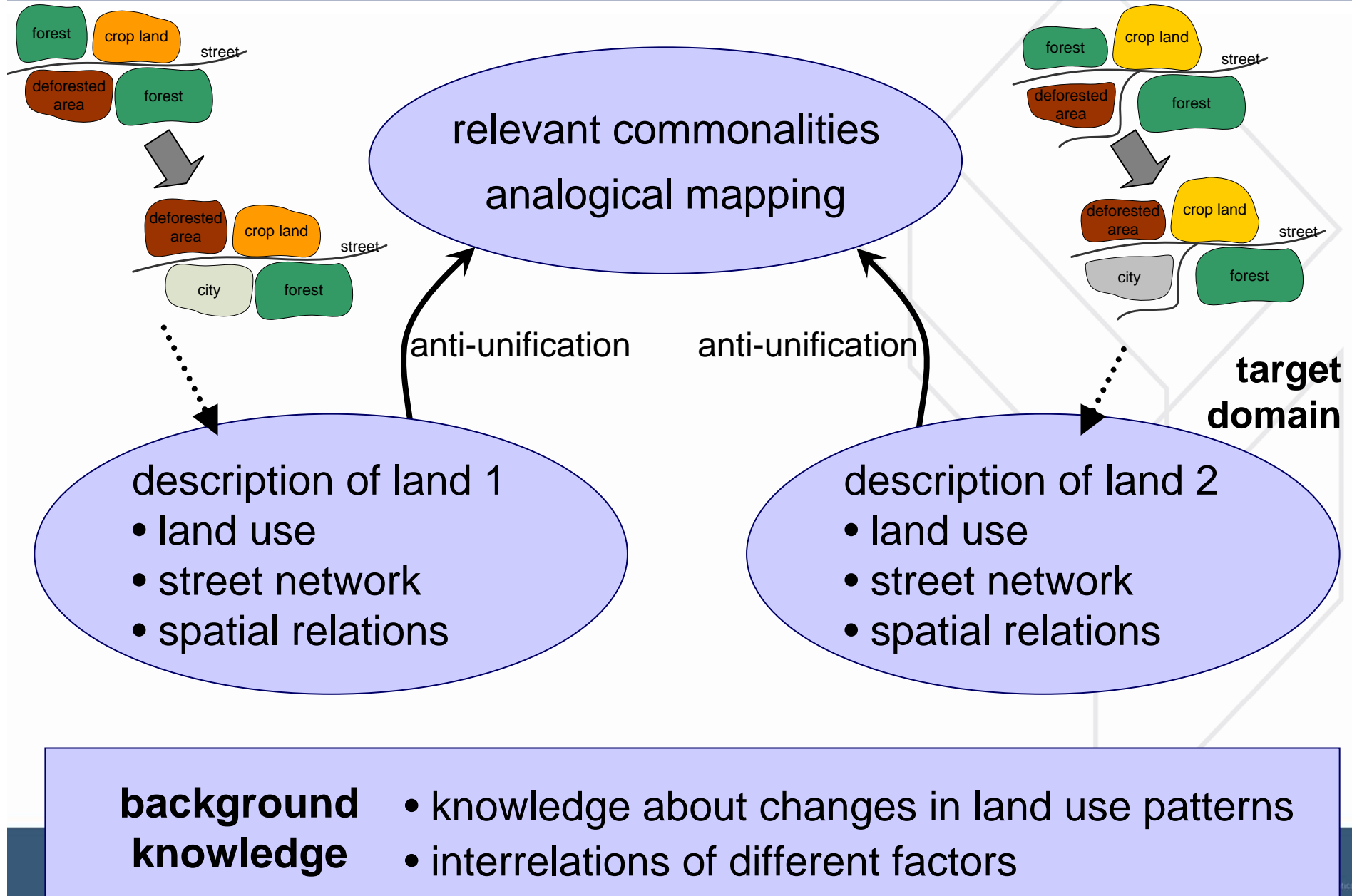
background knowledge

- knowledge about changes in land use patterns
- interrelations of different factors

Topic 2: Searching Commonalities



Topic 2: Searching Commonalities



Summary

- make interaction with systems easier for humans
 - include human-level reasoning in information processing
- 1. *Enhancing GUIs:***
How to support humans interacting with GI software?
→ develop an intuitive GUI for querying spatial information systems
 - 2. *Searching for Common Structures in Data***
→ use analogical comparison