

Contents

1	Introduction	1
1.1	Context and Motivation	1
1.2	Objectives and Significance	6
1.3	Overview of The Framework	6
1.4	Contribution	8
1.5	Thesis Outline	9
2	Literature Review	11
2.1	Introduction	11
2.2	Qualitative Spatial Reasoning	11
2.2.1	What is Qualitative Spatial Reasoning (QSR)?	11
2.2.2	QSR Formalisms for Orientation, Direction and Distance .	14
2.2.3	Allen's Interval Algebra	21
2.2.4	Spatio-temporal Continuity	22
2.3	Motion Patterns Analysis in GIScience	23
2.3.1	Outline of Approaches	23
2.3.2	A Taxonomy of Motion Patterns	25
2.4	Syntactic Pattern Recognition	38
2.5	Motion Pattern Analysis in Computer Vision	42
3	Qualitative Modeling of Movement Parameters for Rectangular Spatial Objects	48

Contents

3.1	Qualitative Direction Relations	48
3.1.1	Need for Development	48
3.1.2	Definition of Qualitative Direction Relations	49
3.1.3	Refinement of Granularity	53
3.1.4	Conceptual Neighbourhood	55
3.2	Qualitative Spatial Orientation	56
3.2.1	Need For Development	56
3.2.2	Definition of Spatial Orientation Relations	56
3.2.3	Refinement of Spatial Orientation Relations	60
4	Integrating QSR into Syntactic Pattern Recognition	67
4.1	Qualitative Representation of Motion Patterns	67
4.1.1	Definition of Binary Motion Pattern	67
4.1.2	Spatio-temporal Continuity	70
4.2	Integration of QSR with Formal Grammar	71
4.2.1	Definition of G_{bmp}	71
4.2.2	Implication of JEPDness	72
4.2.3	Interpretation of Motion Patterns in Temporal Domain	73
4.3	Automatic Learning of a Binary Motion Pattern	74
4.3.1	Training Data Format	74
4.3.2	Algorithm For Learning	77
4.4	Handling Low Level Error in Learning	81
4.4.1	The Principle	81
4.4.2	Algorithm for Handling Discontinuity	83
4.4.3	Modification of the Learning Algorithm	87
4.5	Basic Multi Object Pattern: Representation, Learning and Recognition	90
4.5.1	Definition and Representation	90
4.5.2	Learning	93

Contents

4.5.3 Recognition of a Basic Multi Object Pattern	94
5 Design of a Qualitative Description Language	103
5.1 Introduction	103
5.2 Significance	104
5.3 Language Design	105
5.3.1 Basic Concepts	105
5.3.2 Type for Binary Motion Pattern	105
5.3.3 Type for Basic Multi Object Pattern	108
5.3.4 Type for Multi Object Pattern	113
5.4 Execution Phases of QDL	115
5.5 Example	118
6 Representation and Recognition within QDL	121
6.1 Representation of a Standard Taxonomy	121
6.1.1 Movement Parameters	121
6.1.2 Representing the Parameters	123
6.1.3 Representing Patterns in The Taxonomy	128
Selection of Reference during Learning and Recognition . .	129
Colocation in Space	131
Concentration	132
Concurrence	132
Colocation in Space and Time	133
Opposition	134
Dispersion	136
Constancy	136
Spatio-temporal Sequence	136
Meet	137
Moving Cluster	138

Contents

Full and Lagged Synchronisation	139
Isolated Object	141
Symmetry	143
Repetition	144
Propagation	144
Convergence and Divergence	145
Encounter and Breakup	147
Trend and Fluctuation	148
Trend Setting Pattern	148
6.2 Learning and Representing a Motion Pattern from Video	150
6.3 Recognition of Motion Patterns	155
6.3.1 Recognition of Motion Patterns in GIScience	160
6.3.2 Recognition of Movement Patterns using Synthetic Data .	167
6.3.3 Recognition of Motion Patterns from Video Input	171
7 Conclusion and Future Work	179
7.1 Contributions	179
7.2 Limitations	180
7.3 Future Work	181
Appendices	183
A Learning a Motion Pattern from Video Data	183
Appendices	199
B Motion Pattern Recognition in GIS Domain	199
Appendices	284
C Motion Pattern Recognition Using Synthetic Data	284

Contents

Appendices	289
D Motion Pattern Recognition from Video Input	289
Appendices	336
E Cognitive Analysis of Example in Figure 1.1 in Chapter 1	336