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# COMBINING VGI WITH VIEWSHEDS FOR PHOTO TAG SUGGESTION

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#### OVERVIEW

#### COMBINING VGI WITH VIEWSHEDS FOR PHOTO TAG SUGGESTION

- Introduction
- Methodology:
  - determine theoretical field of view
  - use DSM to calculate realistic field of view
  - determine objects visible in the view
  - clustering VGI data and ranking
  - Experiment:
    - Implementation in ArcGIS
    - Implementation as a webservice
- Conclusion



## INTRODUCTION

an improved method for tagging of digital photos

- making tagging process simpler and more accurate for users
- increasing the quality of the tag data as a whole

Scenario:

- you have taken a digital photo, and want to tag it
- system takes into account
  - objects that are in the photo's field of view
  - existing tags for those objects (ranked)
- to suggest suitable tags for you photo

main problem: how to identify objects that might be visible in a given spatially referenced photograph ?





- use EXIF data to calculate theoretical field of view FOVt
- use DSM and visibility analysis to calculate realistic field of view FOVr
- use object footprints to determine objects visible in the view OIV
- clustering of VGI data within OIV to rank objects





- use EXIF data to calculate theoretical field of view FOVt
  - calculate the view angle:

$$\theta = 2 \arctan\left(\frac{l_d}{2 \ l_f}\right)$$

 $\theta$  = view angle  $I_d$  is CCD size (image dimension)  $I_f$  is the focal length

 combine with camera position (GPS) and direction (compass)





- use DSM and visibility analysis to calculate realistic field of view:
  - FOVt + DSM + observer height used in viewshed analysis
  - ► FOVr is subset of FOVt



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EXIF data



- use EXIF data to calculate theoretical field of view FOVt
- use DSM and visibility analysis to calculate realistic field of view FOVr
  - use object footprints to determine objects visible in the view OIV:
    - add objects that intersect or touch FOVr
    - ► OIV is more than FOVr



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- use EXIF data to calculate theoretical field of view FOVt
- use DSM and visibility analysis to calculate realistic field of view FOVr
- use object footprints to determine objects visible in the view OIV
- clustering of VGI data within OIV to rank objects:
  - experimented with several algorithms
  - finally simple frequency: count of occurrences of VGI points within OIV
  - ► absolute frequencies to relative: for each object percentage p:  $p = \frac{n}{N}100$

n = number of tags within object N = total number of tags within OIV



#### **EXPERIMENT:** Implementation in desktop GIS

"proof-of-concept": pragmatic and practical

- Apple iPhone4 and Fujifilm F200 EXR + eTrex GPS/compass
- available data (Enschede city centre):
  - DSM: airborne laser altimetry (20 points/m<sup>2</sup>)
  - building footprints: Top I ONL topographic data of Kadaster NL
  - geo-tagged photos:
    Flickr + Panoramio
- Commercial Off-The-Shelf Software (ESRI ArcGIS 10):
  - various toolboxes





#### **EXPERIMENT:** Implementation as a webservice

ArcGIS no good for intended users  $\rightarrow$  implemented as webservice:

- server—side Python using ESRIs arcpy to run the ArcGIS models
- output to KML format





# CONCLUSION

Method works well and seems to offer effective way to make tagging both easier and more accurate, ultimately increasing the quality of the VGI data as a whole.

- implementation problems:
  - Imited accuracy of iPhone GPS and eTrek compass
  - building layer:
    - relatively dated: not always matched DSM and actual situation
    - building block outlines only, no individual shops / houses
    - no other environmental objects (statues, street objects)
  - dependency on building and DSM data:
    - system as it now stands not suitable for real—world use, mainly because of very limited spatial extent
    - availability is fast changing (OpenStreetMap / GlobalOrtho)
- future work:
  - better tag suggestion system (using text mining and semantics)



### THANK YOU FOR YOUR ATTENTION ! (more details in paper in Springer book)

#### QUESTIONS....?

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