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# GeoAI Data Platform for IoT Intelligence

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**DOTLOOM**





# Outline

Background and Vision

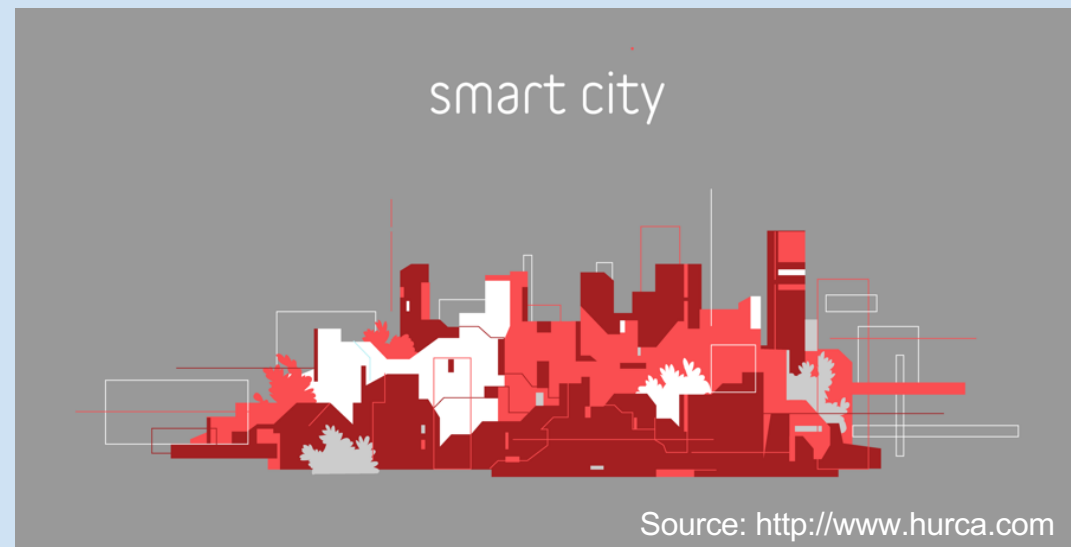
GeoAI Data Platform

**DOTLOOM**

Next Steps

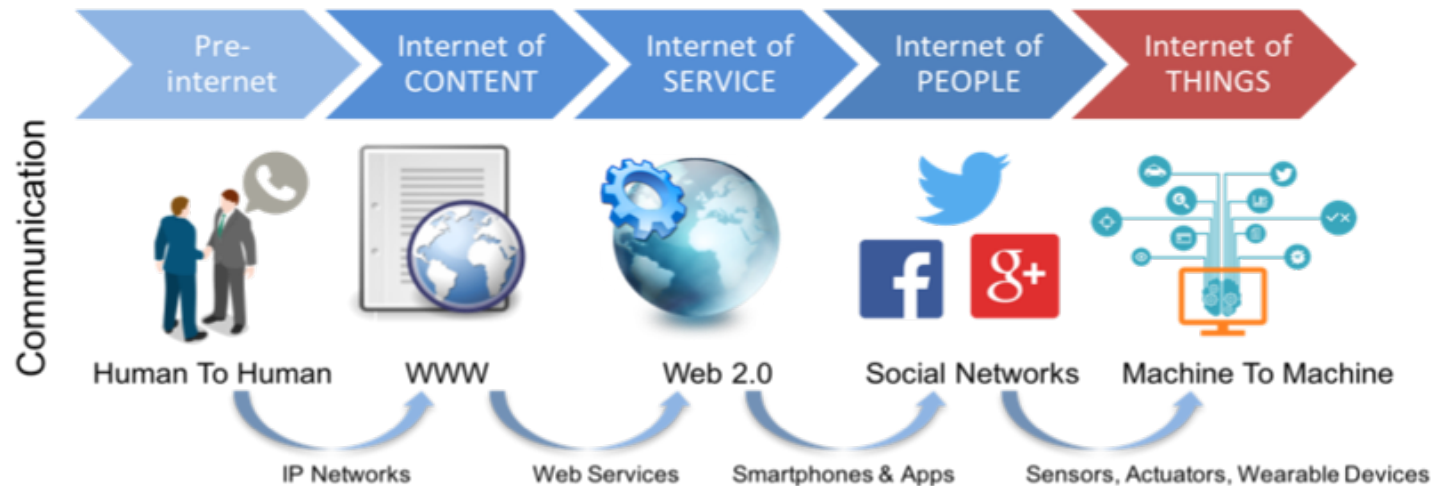
# Background & Vision

~ IoT + AI + Geo ~





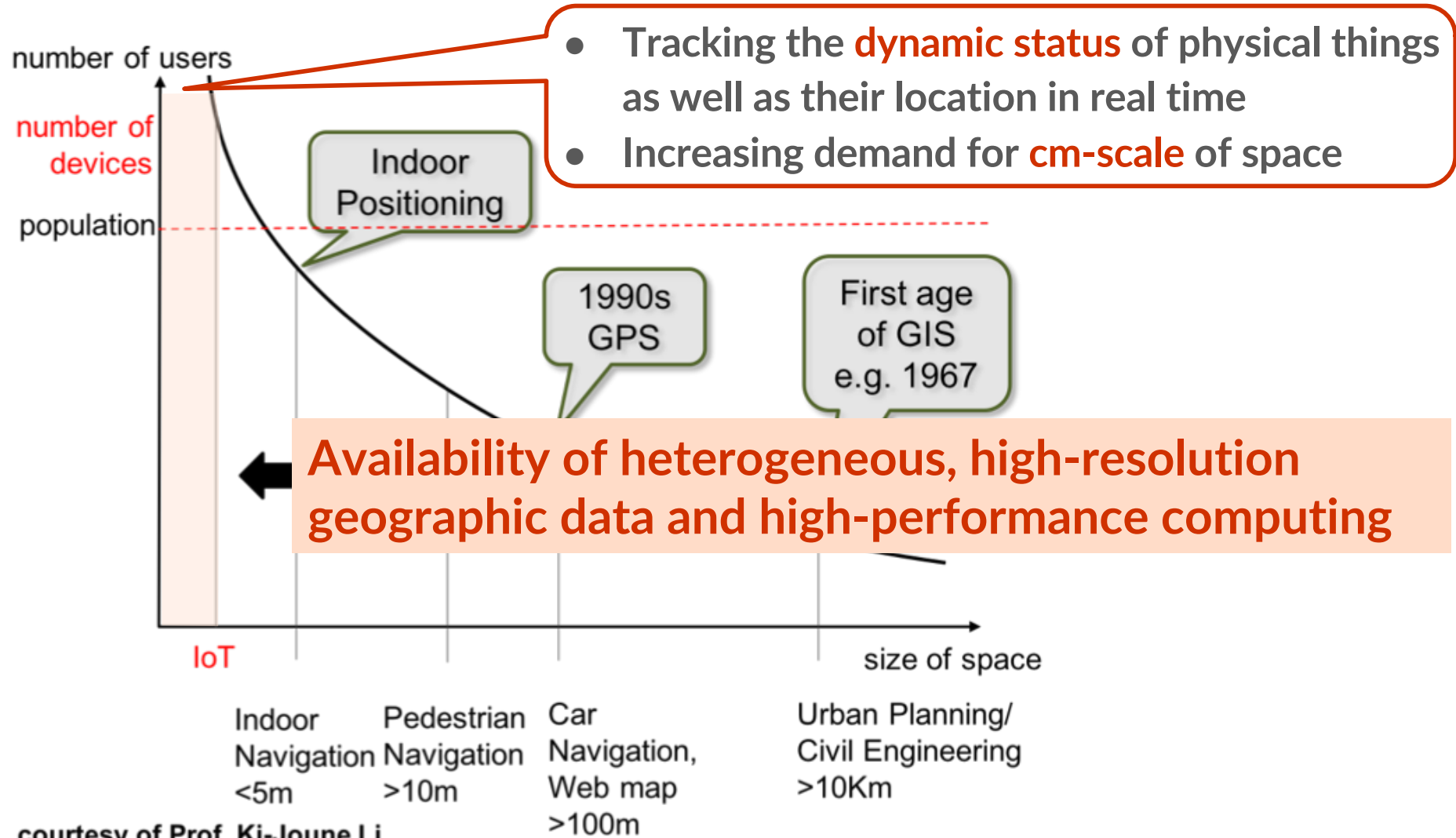
# Internet of Things (IoT)



- An **infrastructure of interconnected objects, people, systems and information resources together with intelligent services** to allow them to process information of the physical and virtual worlds and react. (ISO/IEC JTC 1/SWG 5 AHG1)
- The fusion of the physical (reality) and virtual (perception) worlds accelerates geospatial capture, coordination, and intelligence in unprecedented ways.



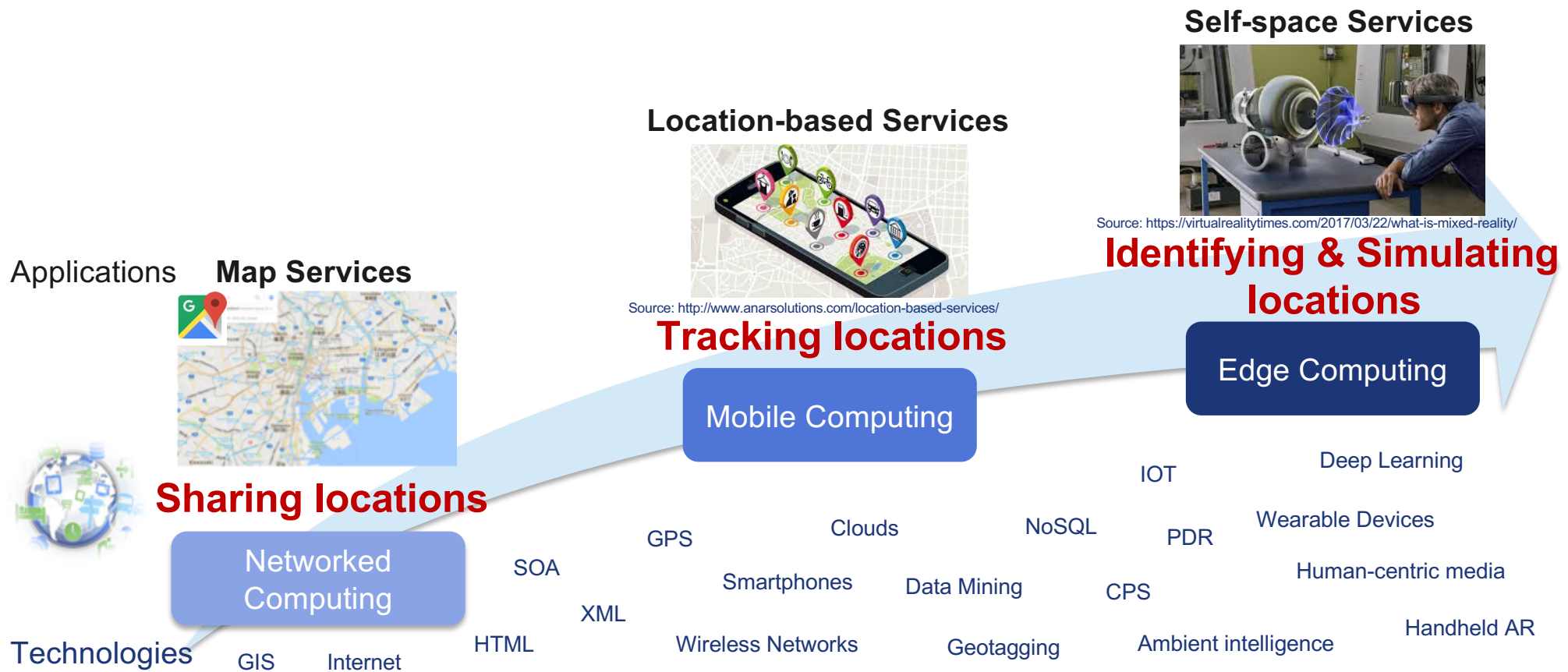
# Device-centric Geospatial Computing





# Next-generation Geospatial Services

- Push the geospatial intelligence into devices
- Perception, Automation, and Optimization of space where a thing can safely and efficiently keep geographically referenced activities

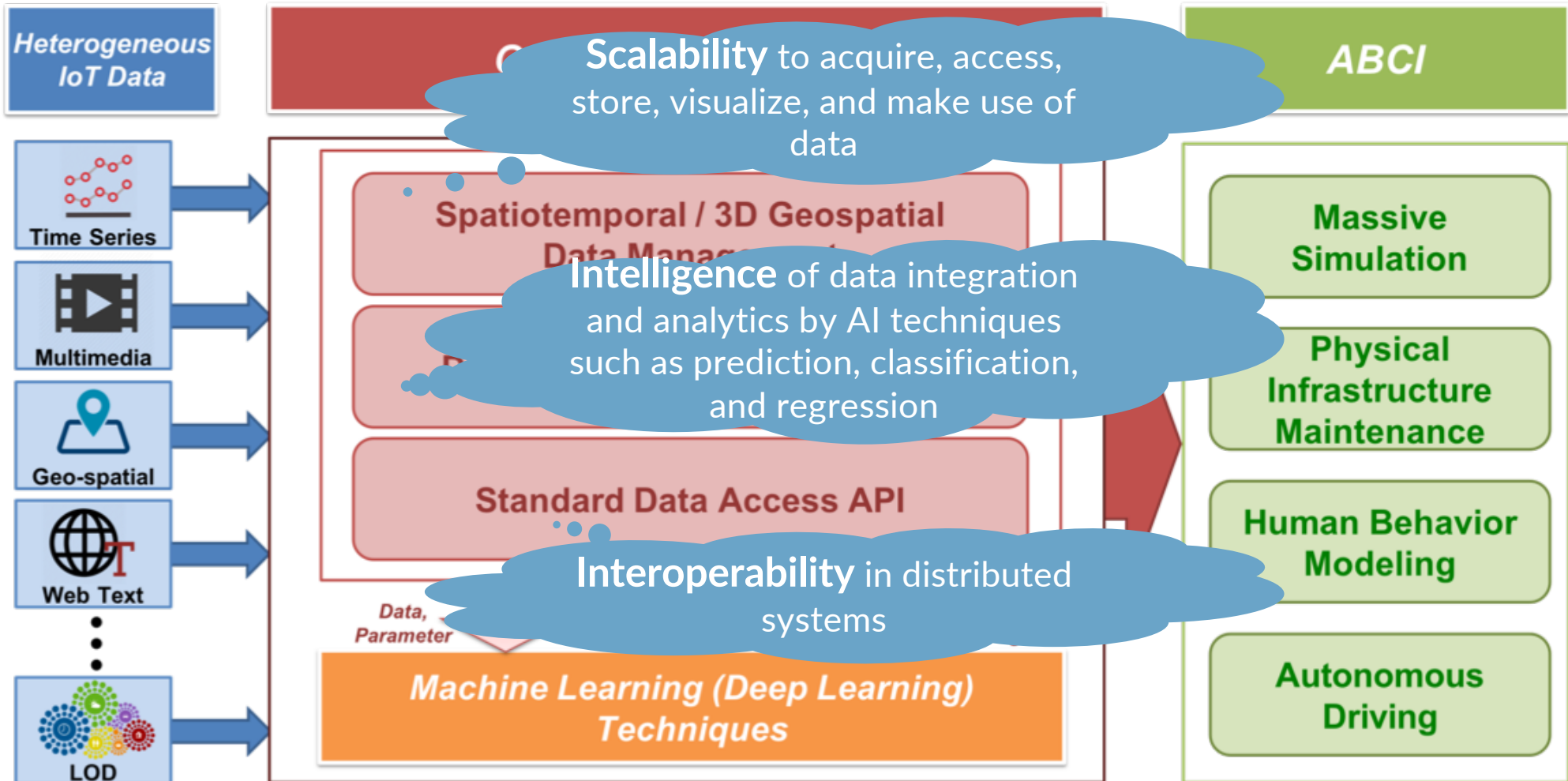


# GeoAI Data Platforms





# GeoAI Data Platform



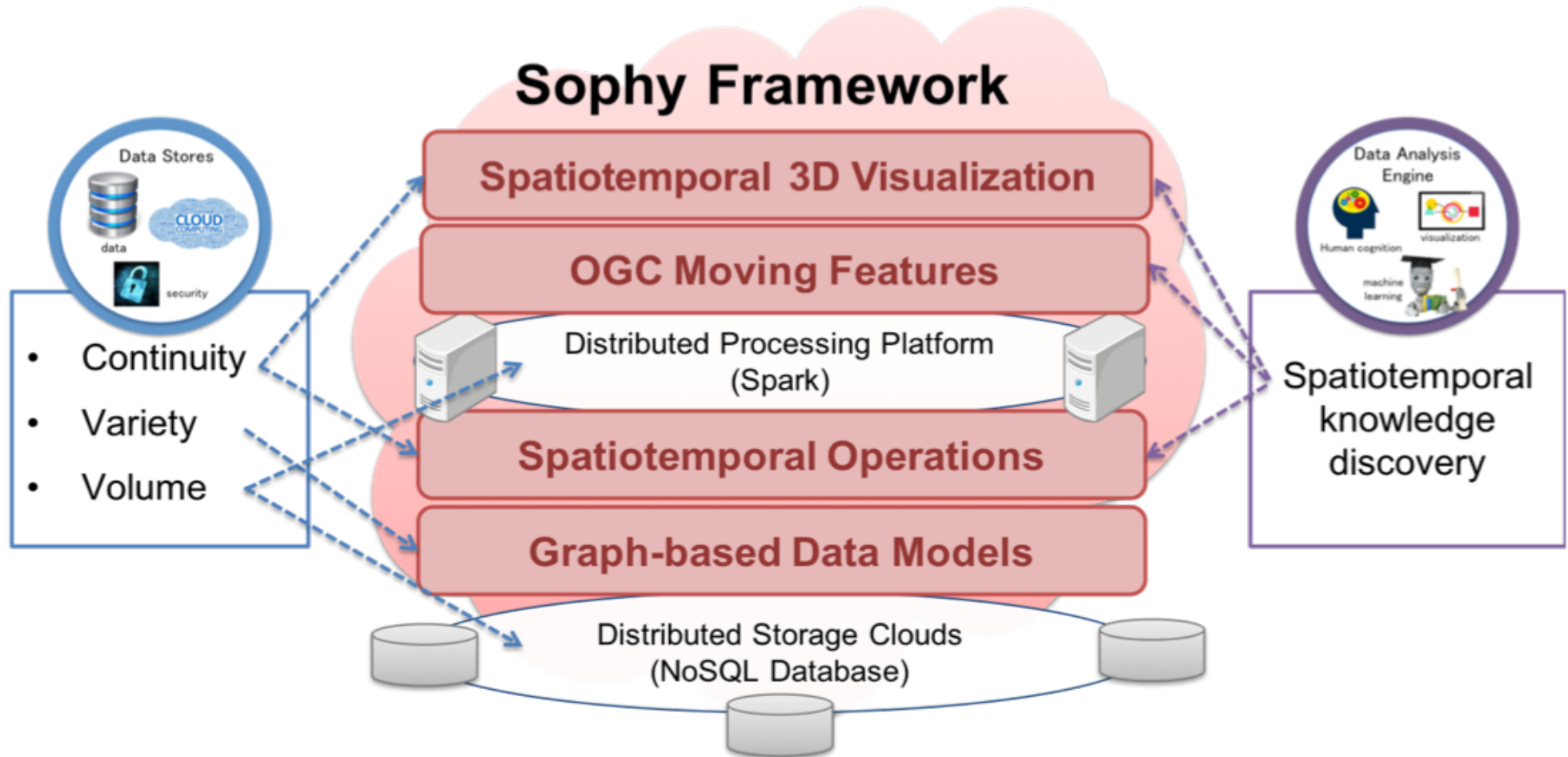
**AI Bridging Cloud Infrastructure (ABCI)-** The worlds first large-scale OPEN AI Infrastructure; 1088x compute nodes with 4352x NVIDIA Tesla V100 GPUs, 476TiB of Memory, 1.6PB of NVMe SSDs, 22PB of HDD-based Storage, and Infiniband EDR for accelerating AI, Machine Learning, and Deep Learning workloads





# Spatiotemporal Data Management

- To manage and analyze spatiotemporal movements/changes and topological relationships (e.g. passes, enters, leaves, etc.)
- To encourage rapid and advanced utilization of spatiotemporal data





# OGC Moving Features

- International standards to integrate moving features (objects) for value-added services
- SWG chair members
  - Hitachi, Ltd. , University of Tokyo, AIST
- Specification Modularity

Service Interface Specifications



**16-140r1 JSON (RESTful API)**  
(for handling moving feature data over HTTP)

**16-120r3 Moving Features Access**  
(guideline for implementing interfaces to support moving feature data)

Encoding Specifications

**14-084r2 Simple CSV** (compact encoding for massive moving points)

**16-114r3 netCDF** (compact binary encoding)

**16-140r1 JSON**  
(for encoding trajectories, linestring, polygon with dynamic non-spatial attributes)

**14-083r2 XML Core**  
(for encoding trajectories)

ISO 19141: 2008  
Data Model

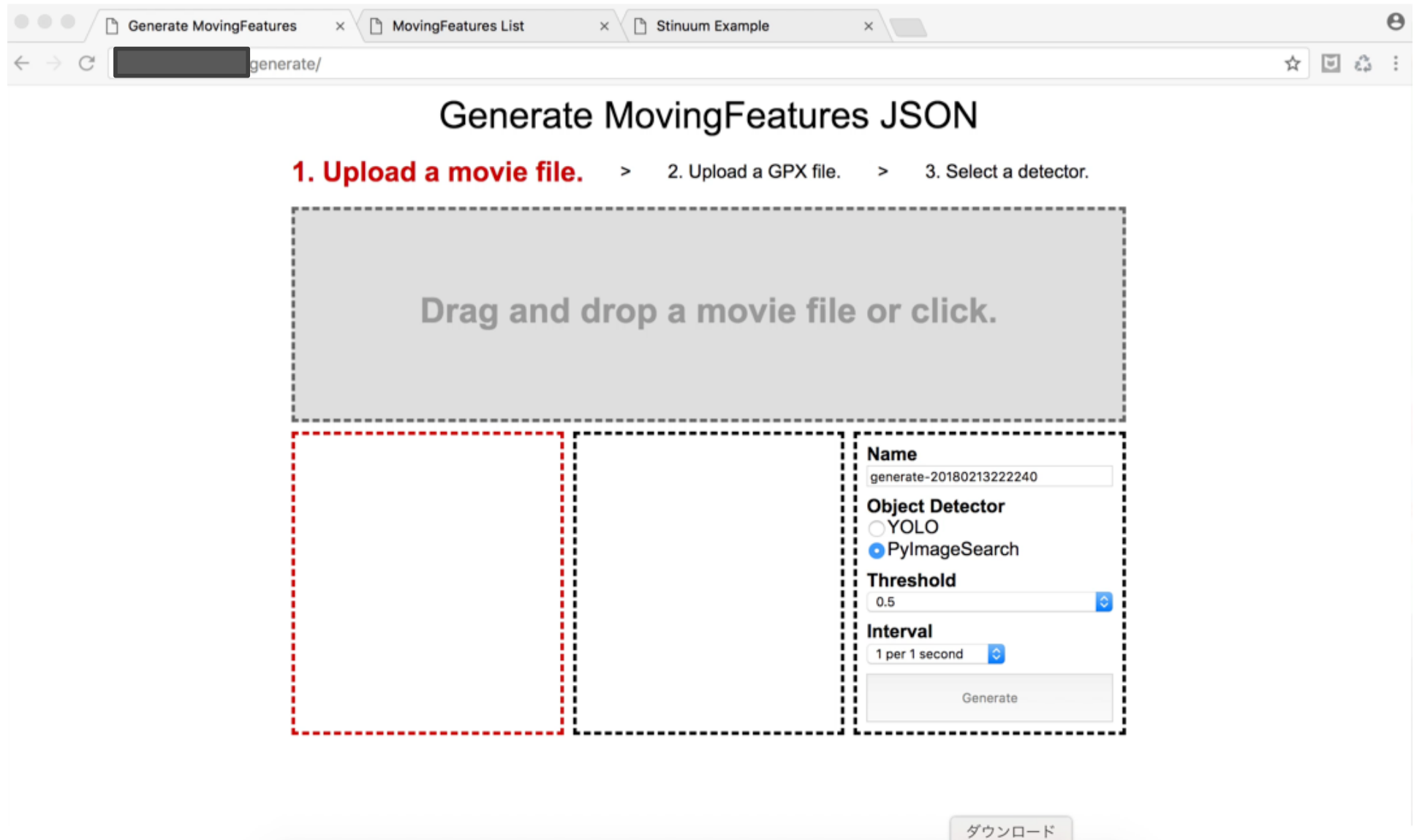
Moving Features 0D (points)  
**Source: OGC Moving Features SWG**

Moving Features 1D/2D (lines, curves, polygons, etc.)

Moving Features 3D (cubes, spheres, 3D model, etc.)



# Data Integration on OGC Moving Features



Generate MovingFeatures JSON

1. Upload a movie file. > 2. Upload a GPX file. > 3. Select a detector.

Drag and drop a movie file or click.

Name  
generate-20180213222240

Object Detector  
 YOLO  
 PyImageSearch

Threshold  
0.5

Interval  
1 per 1 second

Generate

ダウンロード



# Data Integration on OGC Moving Features

Generate MovingFeatures x MovingFeatures List x Stinum Example x

generate/list

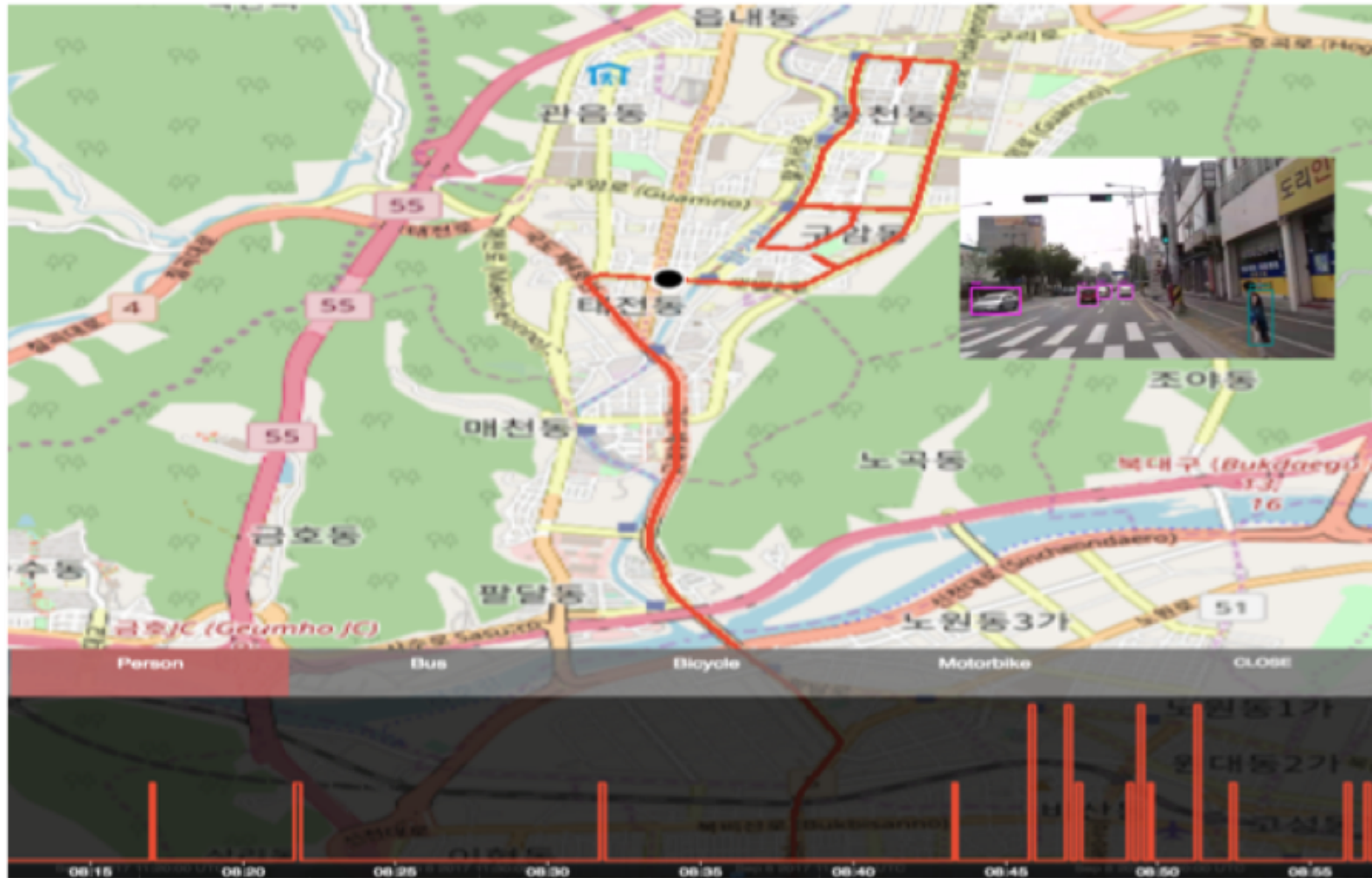
MovingFeatures JSON List

id	name	start	end	detector	threshold	status
<a href="#">20180206054232</a>	generate-20180206053134	2018-02-06T05:42:33	2018-02-06T06:07:05	http://localhost:8003/	0.5	861/861
<a href="#">20180206073111</a>	generate-20180206071927	2018-02-06T07:31:12	2018-02-06T07:47:26	http://localhost:8003/	0.1	574/574
<a href="#">20180208131200</a>	generate-20180208130552	2018-02-08T13:12:01	2018-02-08T13:36:16	http://localhost:8002/	0.5	Complete
<a href="#">20180209042114</a>	generate-20180209042013	2018-02-09T04:21:14	2018-02-09T04:46:10	http://localhost:8002/	0.5	Complete
<a href="#">20180212193128</a>	daegu_car1_170923	2018-02-12T19:31:29	2018-02-12T19:32:24	http://localhost:8003/	0.5	Complete
<a href="#">20180212194739</a>	daegu_car1_170923	2018-02-12T19:47:40	2018-02-12T19:49:40	http://localhost:8002/	0.5	Complete
20180213222349	generate-20180213222240	2018-02-13T22:23:49		http://localhost:8002/	0.5	run

mfjson (1).json

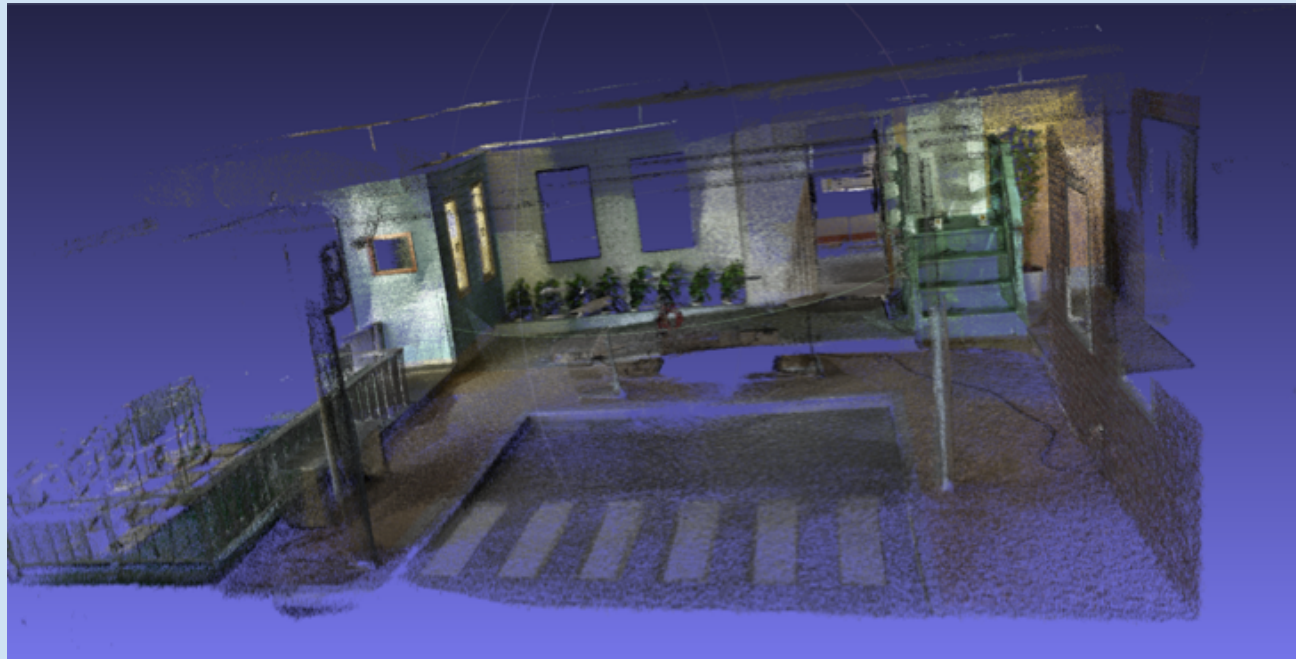


# Data Integration on OGC Moving Features





# DOTLOOM





# DOTLOOM

## Distributed Data Platform for Point Cloud

- To efficiently manage a large amount of 3D LiDAR point cloud.
- To easily share 3D LiDAR point cloud data.
- To automatically generate 3D Dynamic Map with high-performance computing architectures and AI techniques.

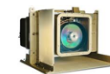
... because **Big Data** handling is **hard!**



Source: [http://www.cliparttoday.com/clipart/occupations/occupations/artist\\_159630.html](http://www.cliparttoday.com/clipart/occupations/occupations/artist_159630.html)

- **Variety**

- Aerial LiDAR, Mobile LiDAR, etc.
- Linear Mapping LiDAR, Geiger-mode LiDAR, etc.



- **Volume**

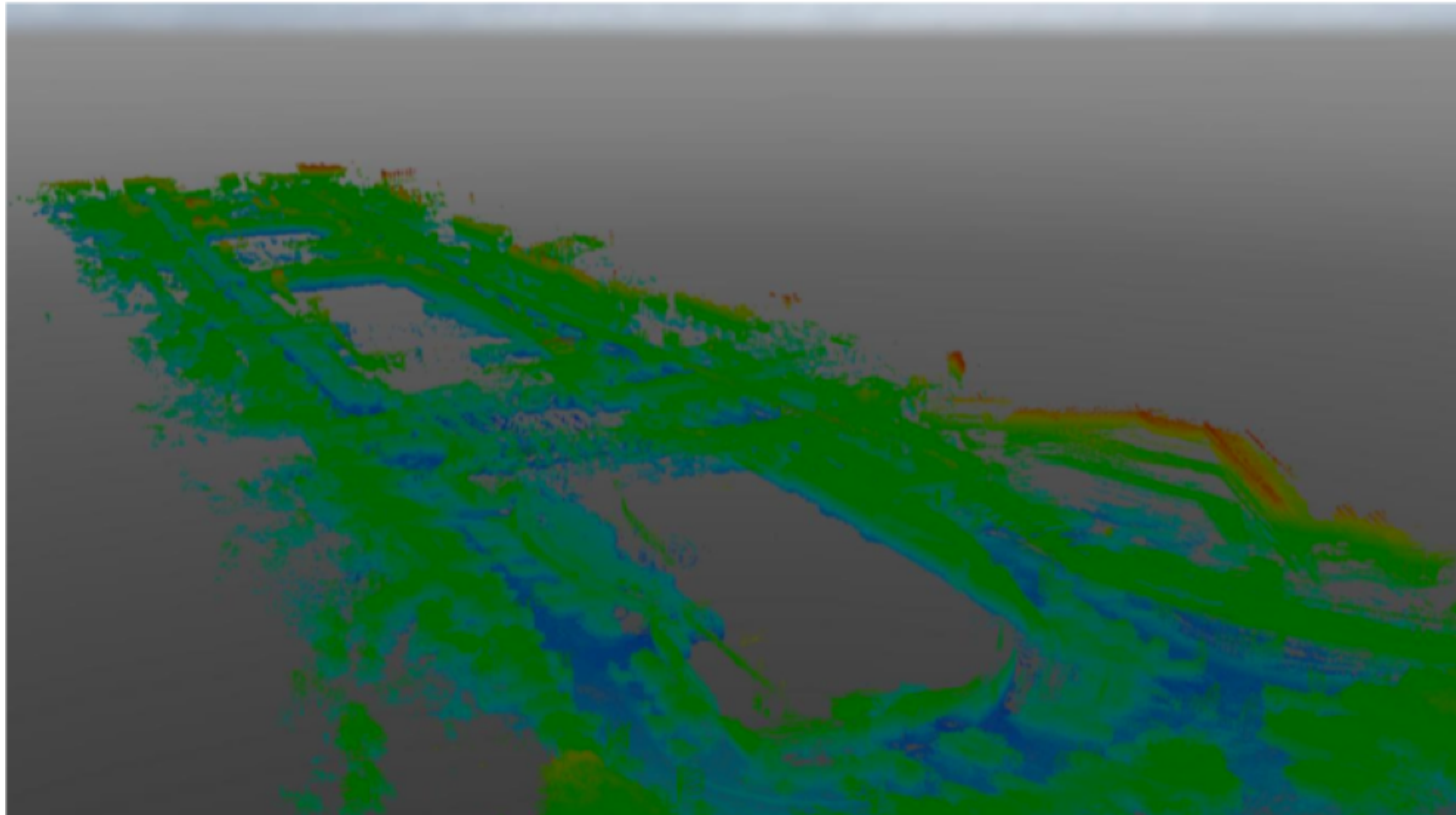
- 750m x 15pt/m<sup>2</sup>
- 47,856 (miles): 15.4TB
- 850 billion pts

- **Velocity**

- Time -> 4D
- Dynamic changes



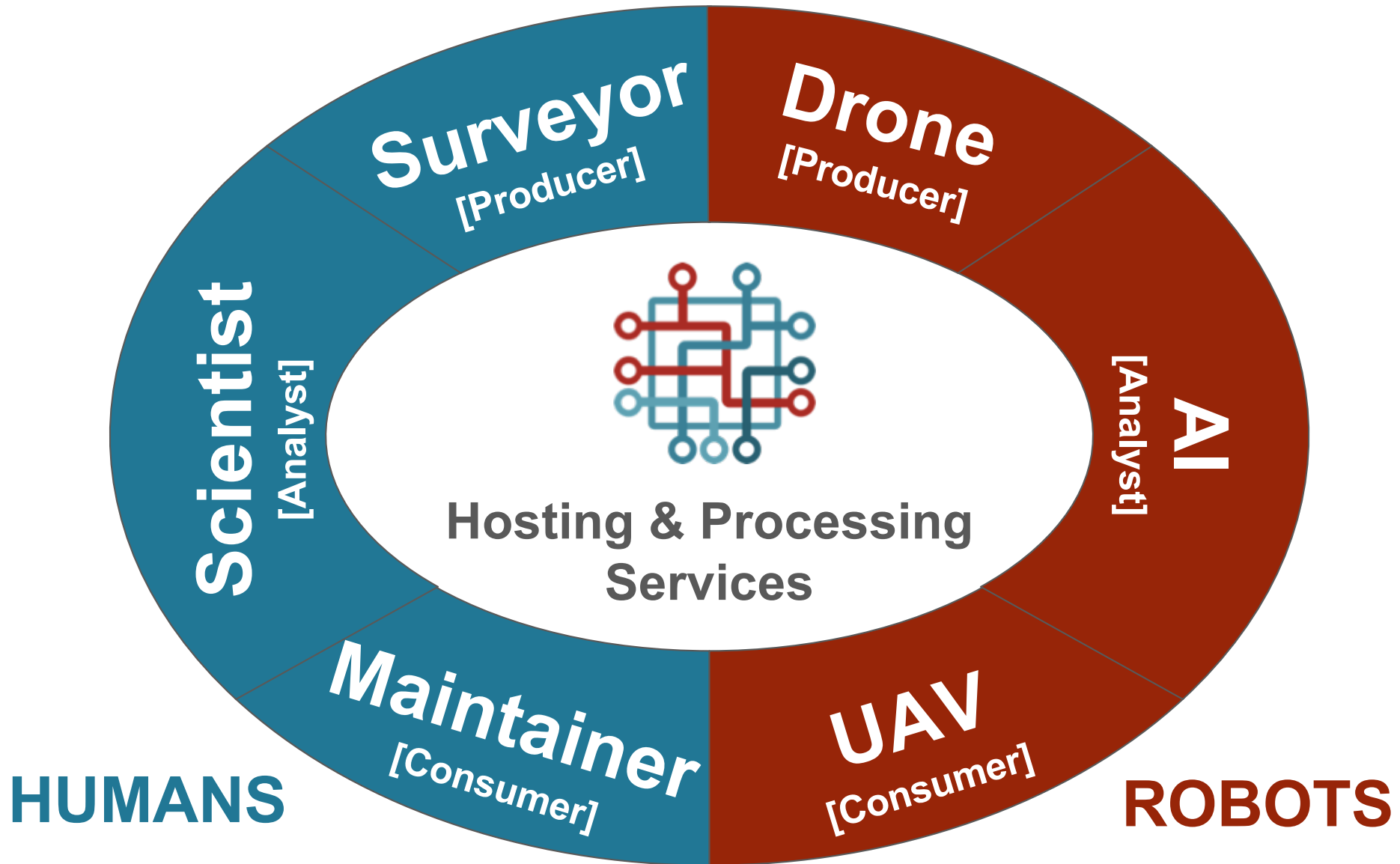
# 3D LiDAR Point Cloud





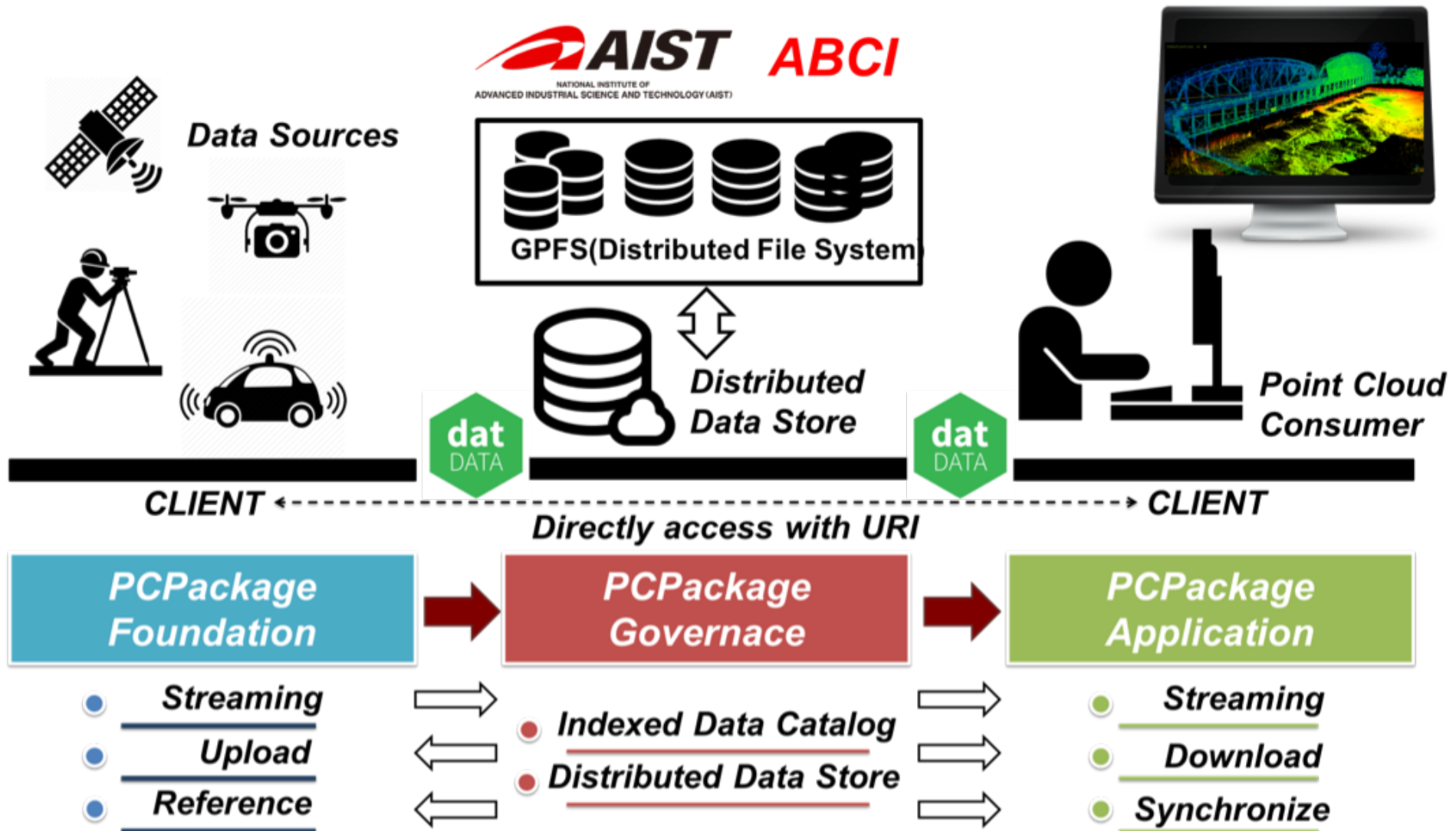


# DOTLOOM Platform “Users”





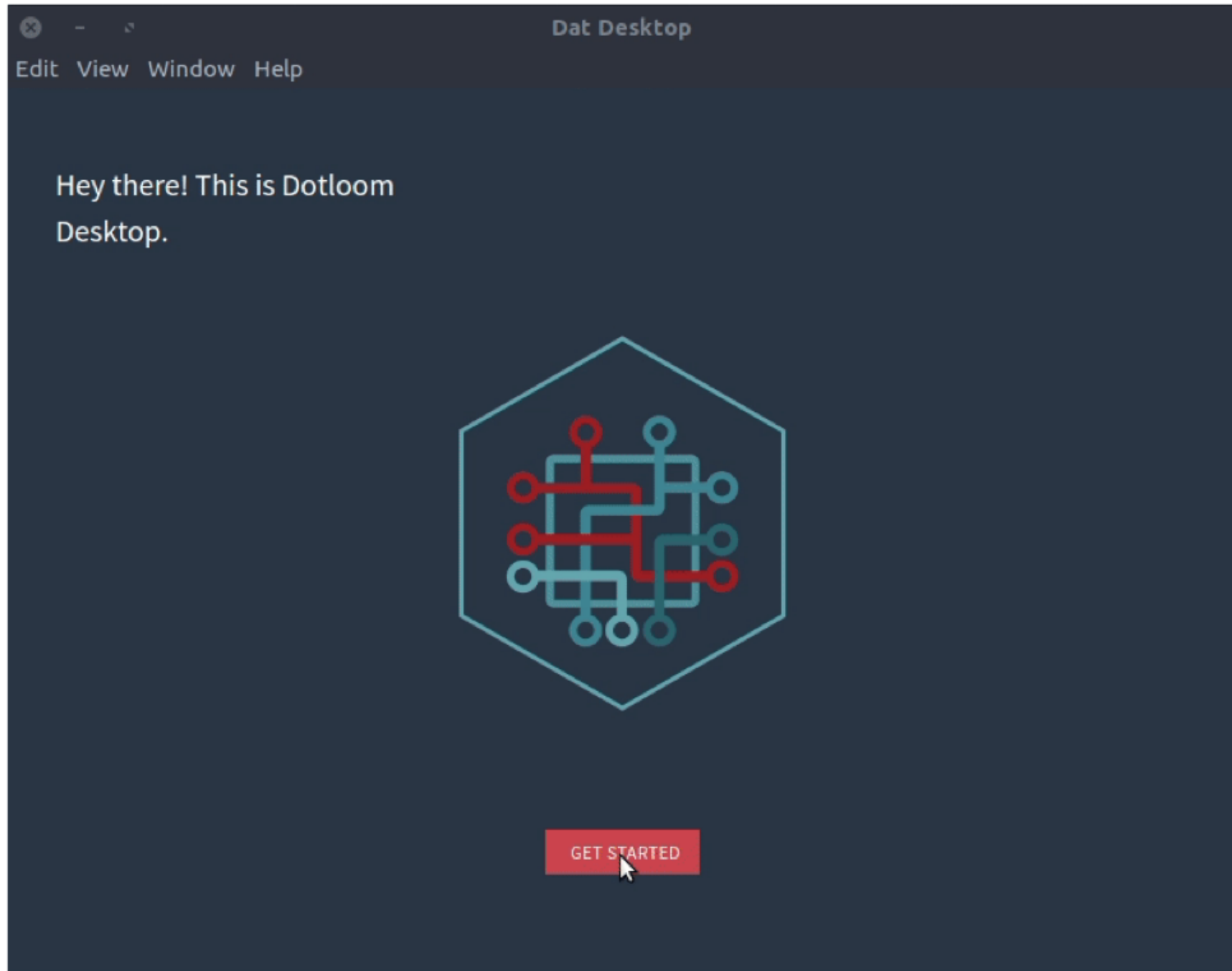
# Leveraging Dat-protocol





# Why use Dat Protocol?

- **Distributed Sync**  
Modeled after the best parts of Git, BitTorrent, and the internet, the Dat Protocol is a peer-to-peer protocol for syncing files and data across distributed networks.
- **Faster Speeds**  
Improving speeds while using less bandwidth sounds impossible. The Dat Protocol makes it the default by using a peer-to-peer network. Seamlessly add or remove hosts as needed.
- **Efficient Storage**  
Data is deduplicated between versions, reducing bandwidth costs and improving speed. Developers can create custom storage that work over a variety of protocols.





# What next?

- Point cloud visualization (Potree/Cesium)
- Remote Instant Indexing
- Data Processing Pipeline
  - Generic processing/publishing framework
  - Point cloud processors (ie. PDAL support)
  - Object detection by using deep learning
  - Support for Docker container
- 3D Geospatial map creation and management

# Management of Seamless 3D Geospatial Infrastructures



Thank you for  
your attention!

