Scalability of LBS in Mobile GIS Using Web Services

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Abstract
GIS becomes an active research area in the field of GIS. Information collection is one of the most important fact in application directions of mobile GIS. Spatial data infrastructures (SDI) providing geospatial web services as well as mobile GIS. In this paper was to investigate the possibility of designing and implementing a mobile system, able to visualize and manipulate geographic information, with the interoperability of GIS systems in mind, i.e., by using formats and open standards. To assess these premises, architecture was designed Mobile Data Service as a middle-tire to increase computing power, display size and communication bandwidth. Middle-tier architecture allows an effective use of geospatial web services by mobile clients.

Keywords:
Mobile GIS, location based services (LBS), Spatial data infrastructures, Mobile Data Service.

I. Introduction

The fields of wireless communication and lightweight hardware coupled with technologies like geographic Information Systems (GIS) and global positioning systems (GPS) has led to the emergence of a new field called Mobile GIS [6]. Mobile GIS is bringing fundamental changes to the way geography is utilized and data is handled in mobile environments. It is extending the enterprise GIS by providing its users the ability to bring work with them, off the office environment . we can observe two important trends: First, several spatial data infrastructures (SDI) providing geospatial web services have been built up. Especially, public authorities are offering map services as well as geospatial data services. In Europe, this development is currently pushed by the INSPIRE directive (“Infrastructure for Spatial Information in the European Community”, http://www.ec-gis.org/inspire). Second, GIS is becoming mobile: location-based services (LBS) and other mobile GIS applications are increasingly used. They are performed on mobile devices like Tablet-PCs, PDAs and smart-phones. One field, where both trends are required to be integrated, is disaster management. In this context, one crucial factor is the fast and reliable provision of geospatial information. Especially in the case of large disasters, the aides are often not familiar with geographical aspects of the affected region. For instance, they do not know about the local infrastructure or about the current extent of the disaster. Using paper maps is inadequate because aides need various kinds of map themes and require precise and up-to-date geospatial information. Personnel in the field demand for information displayed by mobile devices. Furthermore, they must be enabled to add and communicate their observations and data from sensors carried along. In case of a disaster, many different organizations must cooperate: fire departments, authorities for disaster control, the army, other public authorities and utility providers are typical examples for such organizations. For an effective cooperation of such institutions, geospatial data and services must not be delivered in proprietary or organization-specific data formats. Instead, common standards must be observed. Thus, an SDI for disaster management has to provide geospatial information by using OGC, ISO and W3C standards. Such an SDI is currently designed and developed by the cooperative project „Open Disaster Management with Free GIS“ (OK-GIS) that is funded by the German Federal Ministry for Education and Research (Brinkhoff et al., 2008a; http://www.ok-gis.de). An SDI should provide data for all types of users and devices. However, mobile devices like PDAs and mobile phones are limited by scarce resources. Besides restricted computing power, other important aspects are a relatively small and slow memory, a small display size, special input devices (e.g., a stylus must be supported instead of a mouse or a keyboard), the need to save energy, and varying and often low transmission bandwidths. Therefore, standard web services like the Web Map Service (WMS), the Web Feature Service (WFS) and the Web Coverage Service (WCS) cannot always be

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used directly by mobile devices. Instead, an adaptation of the services is required. This adaptation concerns (among others) the usage of the services (for example the protocol), the selection and adjustment of parameter values, and the data formats. Furthermore, a large variety of device categories, platforms, and operating systems exists for mobile devices. Therefore, not all devices can use the web services in the same way. A management component is required that configures the clients in an adequate manner. In this paper, a solution for integrating mobile devices into an SDI is proposed that covers the before-mentioned problems and requirements. In the next section, the overall architecture is introduced. The main components of this architecture are presented in more detail in the third section. Then, some implementation issues are discussed. The paper concludes with a summary and an outlook to future work.

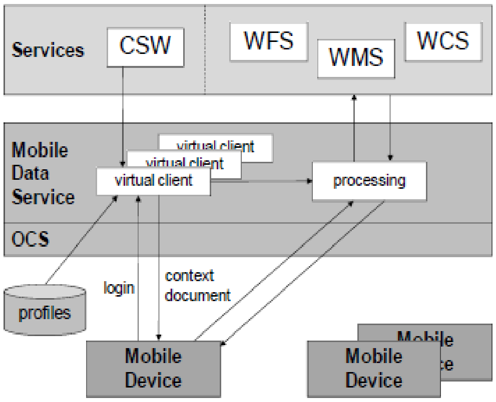


Fig.1 Proposed Architecture.

three-tier like a similar approach for the support of heterogeneous mobile devices in (Brisboa et al., 2007): In addition to the geospatial web services and the clients, we introduce a Mobile Data Service (MDS) as middle-tier. Its functionality is generally applicable by mobile devices (and also by desktop computers). More application-specific tasks are bundled in an accompanying layer, which is based on the MDS and extends or adapts its functionality. In case of disaster management, we call this extension

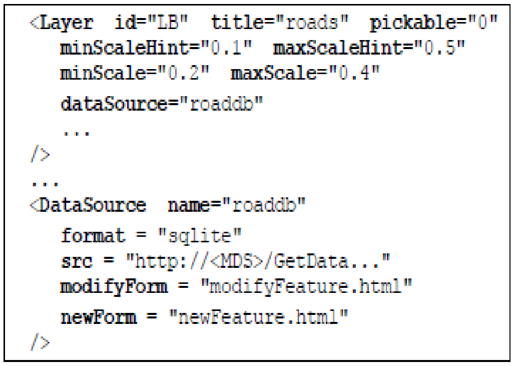
Operational Control Service (OCS)

In order to provide adequate results, the MDS must identify the requesting mobile device. This is achieved by a device identifier that is transmitted with each service request. This device ID is used (a) for determining the type and the properties of the device (its so-called profile) in a device database and (b) for logging the state of the device. The latter information is required for synchronization purposes and for providing data in several steps (e.g., if the mobile device moves and the required map depends on its current position). Thus, a virtual client reflecting the current state of an individual mobile client is instantiated when the client first registers with the MDS and exists until the client logs out of the system. The selection of services and data sources is an important task. In an SDI, this step can be done by the client using services according to the OGC Catalogue Services specification (CSW) (OGC, 2007). In order to relieve clients from this task, the MDS provides context documents that inform clients about the relevant services and their adequate use. Figure 1 gives an overview of the three-tier architecture, its main components and the essential data flows.

II. Components of MDS

Geo Application Context

As mentioned in the previous section, one important requirement of the MDS is to provide a context document with sufficient information about required or recommended web services. For this purpose, we introduced a so-called Geo application Context (GAC). The GAC configures a mobile geospatial application for a specific mobile client. The OGC Web Map Context (OGC, 2005b) has a similar, but more restricted objective, namely to configure WMS datasets. The GAC has also some similarities to the context profile proposed by Predic et al. (2006). A GAC provides information about map services and geospatial data services relevant for the current application, about corresponding data sources, and about suitable processing services. Furthermore, forms are specified that allow the input and/or modification of alphanumerical data. Additionally, input and/or modification operations of geometrical primitives are declared. The MDS computes the GAC dependent on the device type, the role of a user, the current situation (e.g., the current disaster and/or location), and the data already available on the mobile device. A GAC consists of map layers and corresponding alphanumerical data sources. The separation between the graphical layer and the data source (in contrast to GML that allows mixing both) is introduced because of the limited capabilities of mobile devices: They well support the rendering of graphical file documents as well as the access to alphanumerical data stored in local databases. A mixture, however, would require the rendering of graphical data stored in databases or the retrieval of accompanying attributes from relatively large data files (i.e. in case XML data files like SVG, the evaluation of XPath expressions). Both operations cannot efficiently be performed on mobile devices. attributes like id and title, a Layer element may contain various attributes controlling the display and interactive behavior. The attributes min-Scale and max-Scale, e.g., controls the visibility of layers for a level-of-detail mechanism like the corresponding parameters in the OGC Styled Layer Descriptor (SLD) specification (OGC, 2005a). In case of mobile devices, however, we cannot expect that all layers are available on the device. Therefore, it is reasonable to define a tolerance buffer where the client is free to decide whether to request a new layer or to depict the current layer with some acceptable decrease of quality. The attributes min Scale Hint and max Scale Hint define this tolerance range.



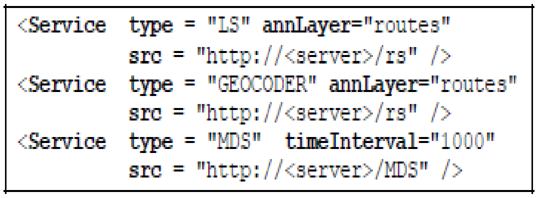
```
<Layer  id="LB"  title="roads"  pickable="0"
   minScaleHint="0.1"  maxScaleHint="0.5"
   minScale="0.2"  maxScale="0.4"
   dataSource="roaddb"
   ...
/>
...
<DataSource  name="roaddb"
   format = "sqlite"
   src = "http://<MDS>/GetData..."
   modifyForm = "modifyFeature.html"
   newForm = "newFeature.html"
/>
```

Fig 2. Layer Element with Data Source

The data Source attribute of a layer establishes the relation to the corresponding alphanumeric data by referring to the name attribute of a Data Source element. The optional attributes modify Form and new Form refer to HTML pages for editing the alphanumeric data properties of existing and newly defined features respectively.

Tiling: For mobile devices with only small memory capabilities, a tiling of maps is important. Therefore, the GAC offers also information about a suitable tessellation of a (raster or vector) layer into tiles. Tiles of a layer can be loaded if necessary (e.g., after changing the position or the zoom level) and can be unloaded for reducing memory consumption. Figure3 gives an example of a layer tessellated into rectangular tiles.

Processing Services: Processing services for a mobile client are declared by Service elements in the GAC. Examples for such services are OpenLS routing, geo coding and reverse geo coding services (OGC, 2005c). Additionally, there may be special services provided by the MDS, e.g., for synchronization or polling. Some typical service declarations are depicted in Figure 3. A type attribute is used to distinguish the different services. According to the type of service, further attributes are present. The routing service (type="LS") for example refers to a layer (in the annLayer attribute) where the calculated routes should be stored.



```
<Service  type = "LS" annLayer="routes"
          src = "http://<server>/rs" />
<Service  type = "GEOCODER" annLayer="routes"
          src = "http://<server>/rs" />
<Service  type = "MDS"  timeInterval="1000"
          src = "http://<server>/MDS" />
```

Fig3. Service Declarations

Data Adaptations

Device types differ in technical capabilities like performance, display resolution and transmission bandwidth. The computing power of mobile devices is restricted. Their display size is small and does not allow the rendering of detailed maps. Furthermore, the speed and throughput of wireless connections are still considerably lower than of traditional network connections. Therefore, the MDS has to adapt the geospatial data according to those restrictions. This can be done by adapting the parameters required for calling web services and by post-processing the results of those services.

Parameters: An example for the first approach is the use of suitable parameters for the GetMap request of a WMS. The objective is to receive raster maps as result that fit to the display size and resolution of the mobile device calling the service. In case of cooperating clients and organizations (like in disaster management), such parameters should not be determined by each user himself. Instead, a centralized solution is desirable that guarantees a certain quality for each of the mobile devices used by the involved institutions. For determining a suitable parameter set, the database storing the profiles of the mobile devices is evaluated. Furthermore, the current operation, the role of a user and the location of the device may influence the parameters. Among these parameters are the format of the map, its size and resolution as well as its styling (SLD). The resulting parameter set will be represented in the GAC. Figure 4 illustrates the procedure.

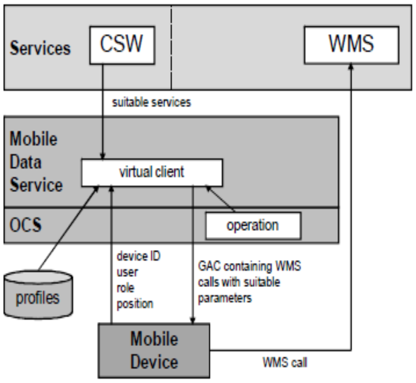


Fig 4. Adaption by parameter set

Post-Processing: A post-processing will be required if a requested service is not able to produce data that fit to the capabilities of the mobile device. This refers to the syntax of the data (see next section) as well as to semantic properties. In case of the WFS, the result is an XML-document that describes the geometries by using (the simple-feature subset of) GML. A typical problem for mobile applications is that the (unnecessary high) degree of detail of the provided vector geometries does not fit to the display properties of the device. In such a case, a generalization of the geometries is required that takes the display properties of the requesting mobile device into account. These display properties are determined by using the profile database again. Figure 6 exemplifies this approach.

Format Adaptations

The WFS service delivers GML documents with geospatial features and vector geometries but not displayable maps. However, a client requires graphical primitives for displaying purposes. In case of desktop computers, two solutions may be applied: (1) to transform the WFS result into a supported graphic format by the client itself or (2) to use a portrayal WMS that calls the WFS and transforms the XML/GML-document into an image depicting the requested data as map. For mobile devices both solutions are mostly not applicable: For the first approach, the computing power and/or transmission bandwidth are typically too low. The second solution delivers a result that prevents many autonomous operations by the mobile client (e.g., the display of attributes associated to a selected geometry) and increases the need for additional communication between client and server (e.g., by performing WMS GetFeatureInfo requests). Therefore, the MDS performs a post-processing for display purposes. In our current MDS implementation, the W3C standard Scalable Vector Graphics (SVG) (W3C, 2003) is provided as graphic format – an approved format for displaying vector maps (Neumann & Winter, 2003). The MDS produces SVG maps by applying device- and operation-specific Styled Layer Descriptors (SLD) to the GML features. As explained in Section 3.1, a separation of GML into a document for the graphical representation and a database for alphanumerical information is desirable. Therefore, the MDS is able to extract the alphanumeric properties of features from GML and provide them by using common data formats. Among others, DBase database files and SQLite database files are supported for transmitting the alphanumerical attributes of geospatial features. Especially a SQLite database (http://www.sqlite.org) can be easily stored and handled by a mobile device. In case of data input or data modifications, inverse transformations are performed by the MDS in order to produce corresponding WFS transaction requests. In some cases, a mobile client needs the graphical representation of the features as well as the alphanumerical database. In other cases, only one representation is required. Therefore, the requests are separated (see also the exemplary requests of the GAC depicted in Figure 2). However, both requests are typically based on the same WFS call. Therefore, the MDS caches the results of WFS GetFeature requests in order to avoid duplicate (remote) service calls.

III. Implementation Process

The base package includes all sub-packages that are not specific for the MDS. Among these are packages for the representation of OGC-related specifications like simple features, features, SLD, filter conditions and services. Furthermore, utility classes for the support for SQL, XML, logging and servlets are provided. The MDS package contains all application-independent functionality of the MDS. This covers the representation of requests and their general processing. Sub-packages for registration (with managers for devices, clients, and users), catalogue access, profile management and SLD management are implemented. Finally, a representation of GAC documents is provided. The ocs package implements all classes that are specific for disaster management. This includes the representation of operations and the computation of actual GACs. The PostgreSQL DBMS (http://www.postgresql.org) with the PostGIS extension (http://www.postgis.org) is used as spatial database system and Apache Tomcat (http://tomcat.apache.org) as servlet container. The OKGIS Viewer has been developed (http://www.fhoow. de/institute/iapg/projekte/ok_gis/download.php) as mobile client. It is based on a mobile SVG viewer that originated from a previous project (Brinkhoff & Weitkämper, 2005). The prototype is targeted at Windows CE based operating systems like PocketPC, Windows Mobile, and WinCE.NET. A reasonably good performance was achieved by using C++ as implementation language. Figure 8 gives an overview of its main components. A more detailed description of the OKGIS Viewer is presented in (Brinkhoff et al., 2008b).

IV. Conclusion

In this paper, an architecture for integrating mobile geospatial applications into an OGC-compliant SDI was proposed. This was achieved by a so-called Mobile Data Service (MDS). The MDS supplies context documents – a so-called Geo-application Context (GAC) – that inform mobile clients about relevant data services. The GAC also provides information about suitable tessellations of maps and about processing services Furthermore the MDS generates adequate maps and geospatial datasets by adapting their content and format according to the requirements of mobile devices. Future work will be the extension of the Mobile Data Service for providing further data formats like OGC KML (OGC, 2008) and for supporting mobile devices that use Google's Android platform (http://code.google.com/android). Another task is the support of OGC SWE (Sensor Web Enabling) services (Botts et al., 2007) by the MDS in order to enable mobile clients to visualize the state of sensors and to control them. Finally, further application areas like tourism should be supported by the MDS.

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