GML-Style Traffic And Tracking Services Based On Web GIS System

Do-Hyun Kim
Member of Engineering Staff
Telematics Research Division, ETRI
161 Gajong-Dongs, Yusung, Daejeon, 305 - 350, KOREA
E-mail: dohyun@etri.re.kr

Abstract: According as IT environment changes from client/server system to the open system based on web service technologies, the exchange of data and services between independent applications and service servers in web environment is observed Recently. In this points, it is necessary that Geographic Information Systems, Spatial Imagery Information Systems, Intelligent Transportation Systems, and Global Navigation Satellite Systems based on the location and geometry information are inter-related each other. But, the inter-relation of these systems is very difficult because of the closed system architecture, different information format, and the absence of interoperability technologies. In this Paper, we describe 4S integration system based web service technologies that accept the international standard as WFS, WCS, WRS of OGC (OpenGIS Consortium) and UDDI, SOAP, WSDL of W3C. In detail, we study the system architecture design and implementation of traffic information service, routing service, and tracing service. These services are consisting of the data schema based on XML and GML, various functions of each layered service, each server platform, and web server. Specially, we represent that GML is being applied to a wide range of location-based services, telematics, and intelligent transportation Keywords: Traffic, Tracking, Web GIS

1. Introduction

Today, according as the volume of traffic increases gradually, efficient use of determinate road and request of control are increased. Research and development for this investment have done in worldwide. Specially, traffic information is very useful service depending on situation that high-speed data communication technology of Wireless LAN, IMT2000 etc.

The traffic information based on the location includes the past and the future estimate for position as well as the present. Field that can apply location information of the moving object efficiently is location-based routing analysis service. That is, we can develop the variable traffic-application as producing the traffic information from the location of the moving object and analyzing this data and the geographic information. This effort enlarge the requirement about union with LBS (Location-Based Service) and ITS (Intelligent Transportation Systems).

In the paper, we describe the traffic service based on the moving object's location combining the intelligence traffic system and location based service. We study the base technologies research of each service in session 2. Session 3 presents the detailed module of systems. Finally, we describe the conclusion of this paper in session 4

2. Background

Is this paper, we develop our system based on OpenLS (OpenGIS Location Services) Architecture and GML (Geographic Markup Language) are proposed by OGIS (Open GIS Consortium Inc). This is used as the specification for implementing.

OGC produced the standard of LBS and GIS (Geographic Information Systems) for the interoperability, component-based development, and internet services [1]. This standard presents layered architecture of three services of the core, application, and portal [2] [3]. In this architecture, the traffic and tracing services are the important part of core service layer [3]. These various functions of each layered service are applied to many application areas. Web service for traffic and tracing services are based on XML. That is, the standard XML (extensible Markup Language) schema about geographic, topological, and traffic information should be supported to offer the efficient web service. OGC propose GML of the standard schema based on XML [4] [5]. GML is an XML encoding for the transport and storage of geographic information, including both the spatial and nonspatial properties of geographic features. GML uses the W3C XML Schema Definition Language to define and constrain the contents of its XML documents. The GML v3.0 Specification [4] defines some basic conformance requirements for users to develop their own application schemas. Software applications attempting to process any arbitrary GML user application schema must understand GML and all of the technologies upon which GML depends, including the W3C XML Schema. This specification defines the XML Schema syntax, mechanism, and conventions that provide an open, vendor-neutral framework for the definition of geospatial application schemas and object. And, it allows profiles that support proper subsets of GML Framework descriptive capabilities.

3. WTS & WMOS

Our traffic and tracing services based on the location is designed in distributed web service. This system receives the GML-styled document and parameter as the request of client and provides the vector data, GML-styled document, and image map data. There are three processing phases. PUBLISH phase is registering the service content and functions to registering server. Clients send XML request is consisted of the service capability and functionality to registering server. This is FIND. Finally, Bind is connecting the client and service server

Our traffic and tracing service service system do multitasking modules of server for processing tasks of each request at the same time each client when service request from multiplex clients is given. For this server architecture, web service modules and server modules are designed as components. Fig. 1 presents distributed web service modules.

Our web service system is consisted of WTS(Web Traffic Server) and WMOS(Web Mobile Object Server).

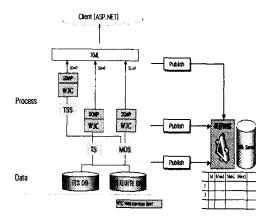


Fig. 1. Distributed Web Service Module

WMOS is composed of MOS(Moving Object Server), TSS(Travel Service Server), and SOAP-XML Web Server. MOS is collecting the location of moving objects. This location information has geographic coordinate, time. Identification number.

Fig . 2 . WMOS's SOAP examples

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Fig. 3. XML-styled location information

TSS processes the request of tracing particular moving object. SOAP-XML Web Server receives SOAP request and return the XML-styled location information of moving object. Request processing phase is following. First, client call function based SOAP, and then SOAP module makes the message of doing location request.

TSS is receiving this message from SOAP module, and distributes it in pre-created thread. The thread is connecting to MOS, and sends the query for requesting the location information. Figure 2 presents SOAP request and reply of WMOS and Figure 3 describes XML-styled location information.

WTS is composed of TS(Traffic Server), TSS(Travel Service Server), and Web Server supporting SOAP and HTTP Web Server.

Fig . 4 . WTS's HTTP examples

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Fig . 5 . XML-styled traffic information

TS is collecting the location of moving objects from MOS and processing this for making the velocity of the specific section of road. This velocity information is used to route the shortest path based time. SOAP-XML Web Server receives SOAP request and return the XML-styled location information of moving object. Request processing phase is following. First, client call function based SOAP, and then SOAP module makes the message of doing traffic information request. TSS is receiving this message from SOAP module, and distributes it in precreated thread. The thread is connecting to TSS, and sends the query for requesting the traffic information. Figure 4 presents HTTP request and reply of WTS and Figure 5 describes XML-styled traffic information.

4. Conclusions

In this paper, we design and implement the location based traffic and tracing services as integrating LBS and ITS. This system is consists of WTS and WMOS. WTS is composed of TS(Traffic Server), TSS(Travel Service Server), and Web Server supporting SOAP and HTTP Web Server. And WMOS is composed of MOS(Moving Object Server), TSS(Travel Service Server), and SOAP-XML Web Server.

In addition, , we designed the system as multiple components using the UML and developed it. The components designing the Open GIS Service were implemented with ATL/COM provides the environment of the language-independency. This components can be appropriately composed to the application, and they have advantages of the reusability. The reusability guarantees the low cost of the software development.

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