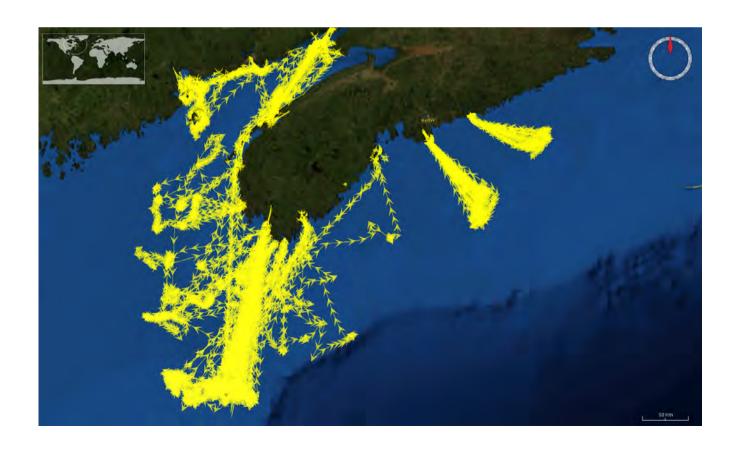
# Geovisualization of fishing vessel movement patterns using hybrid fractal/velocity signatures

René A. Enguehard, Rodolphe Devillers (Geography)
Orland Hoeber (Computer Science)
Memorial University of Newfoundland (Canada)



#### Problem

- Spatio-temporal movement data sets are often quite large
- Many existing techniques help in reducing this amount of data
- None take into account both the physical and fractal properties of movement patterns

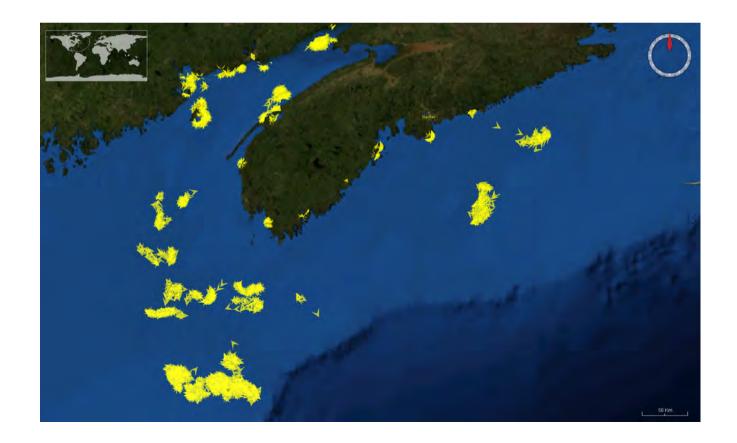


#### Objectives

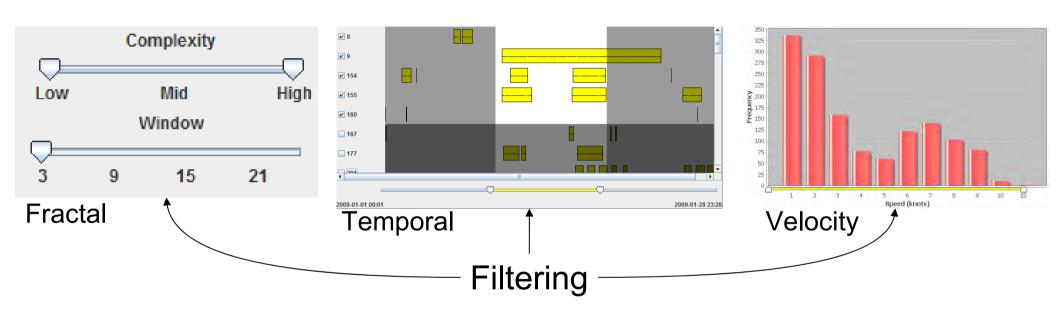
- 1. To elaborate a method of extracting movement patterns based on velocity and fractal dimension estimates.
- 1. To design an appropriate geovisualization system for the interactive elaboration of fractal/velocity signatures.
- To test the usefulness of this approach, in a fisheries context, by getting experts to use a prototype system for their regular activities.

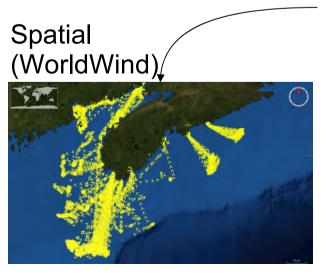
#### Proposed solution

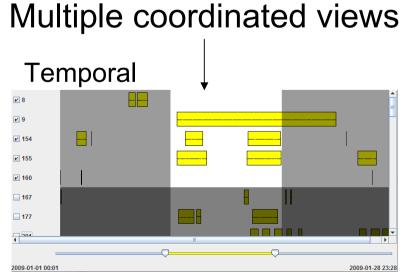
- Extraction of movement patterns existing within the data
- Each user develops a particular signature for each pattern of interest
- Data which match this signature get highlighted

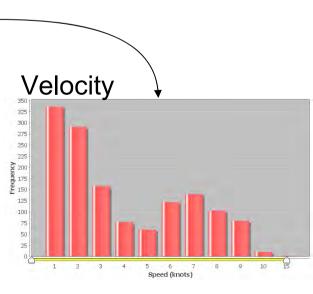


#### Methods

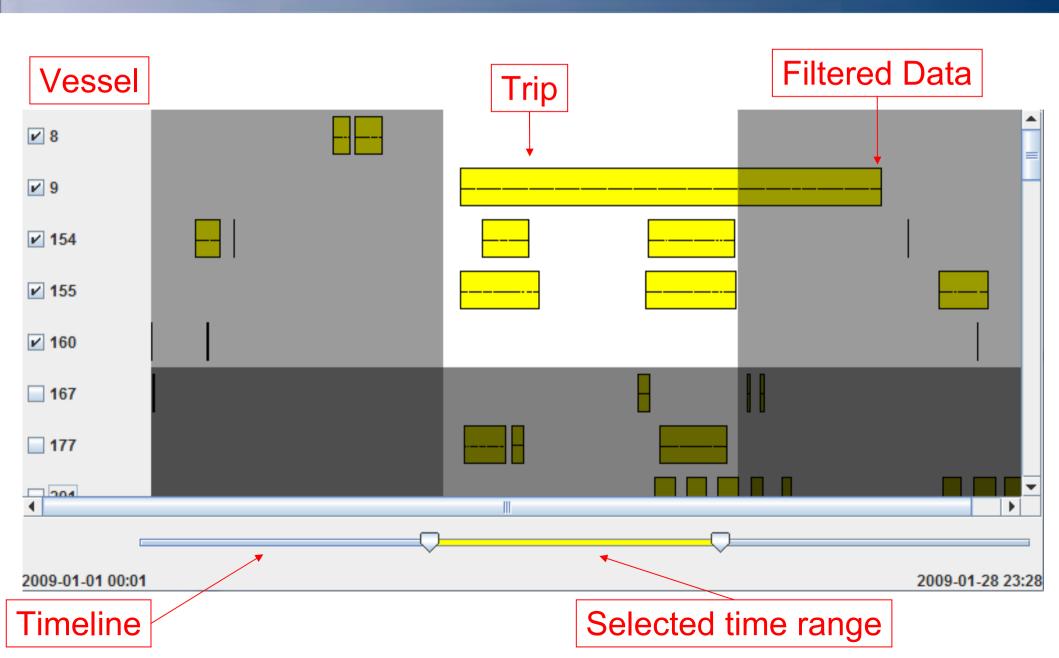




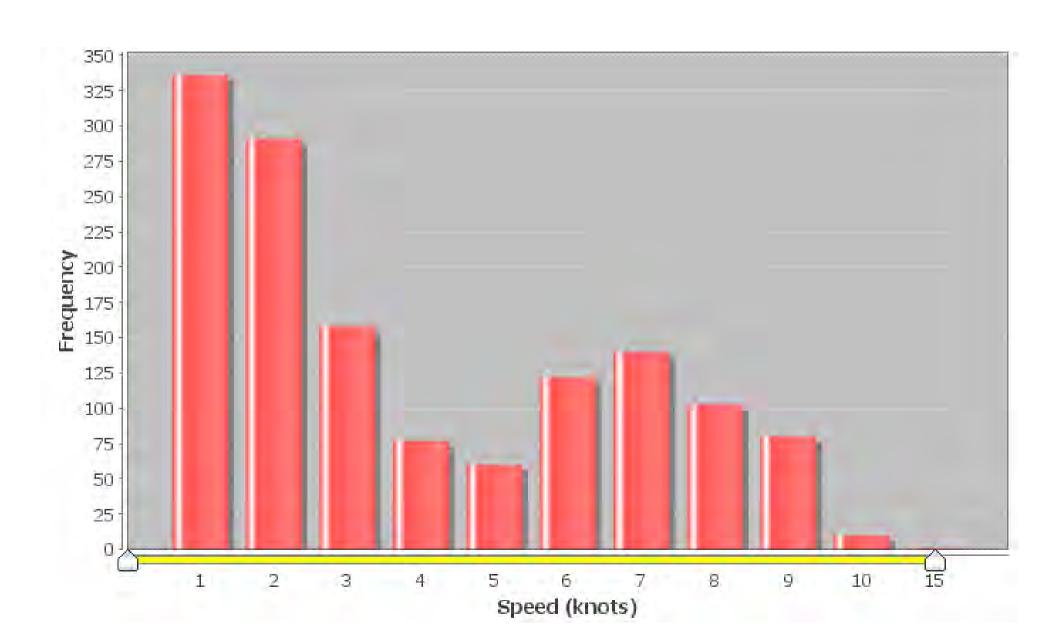




## Filtering - Temporal



# Filtering - Velocity



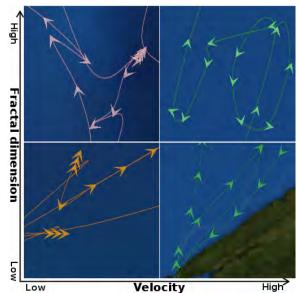
#### Filtering - Fractal

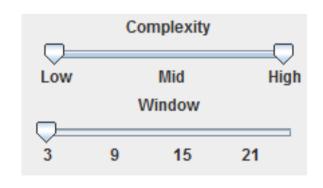
- Tortuosity: a measure of the amount of winding or twisting
- Fractal dimension (D) can be used as an estimate of tortuosity

$$D_{Sevcik} = 1 + \frac{\log(L)}{\log(2N)}$$

L = length of the path standardized to a unit-length N = number of points in the current sample (window size)

D is estimated over all data using a moving-window





#### Effect of window size



All data filtered using medium to high fractal dimension and low velocity

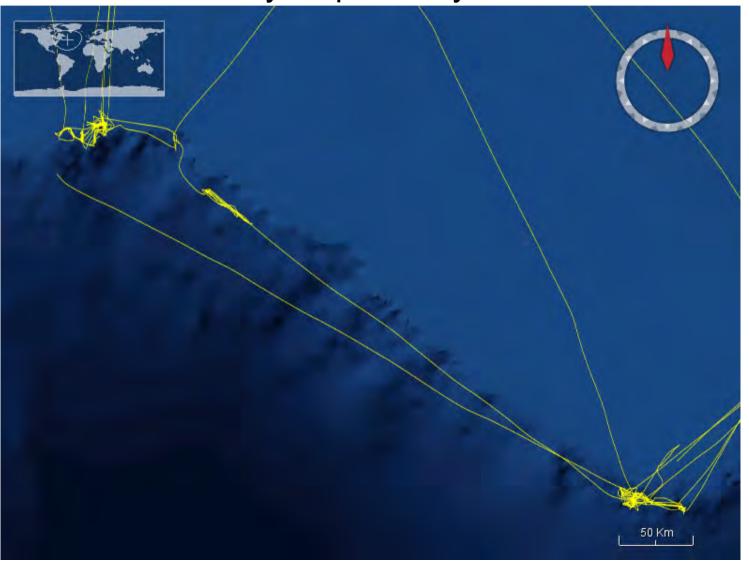
# Signature use

Three different patterns: steaming, trawling, and longlining

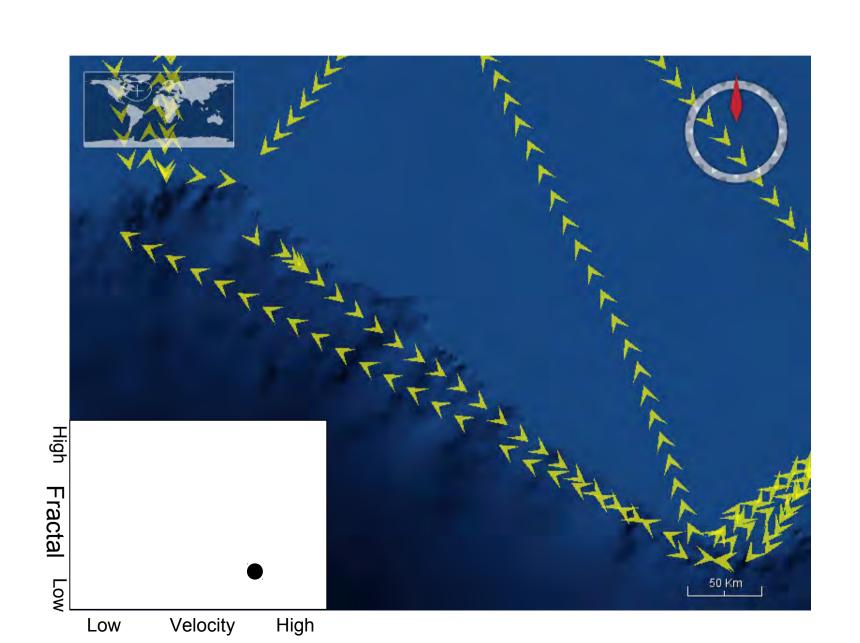


## Signature use

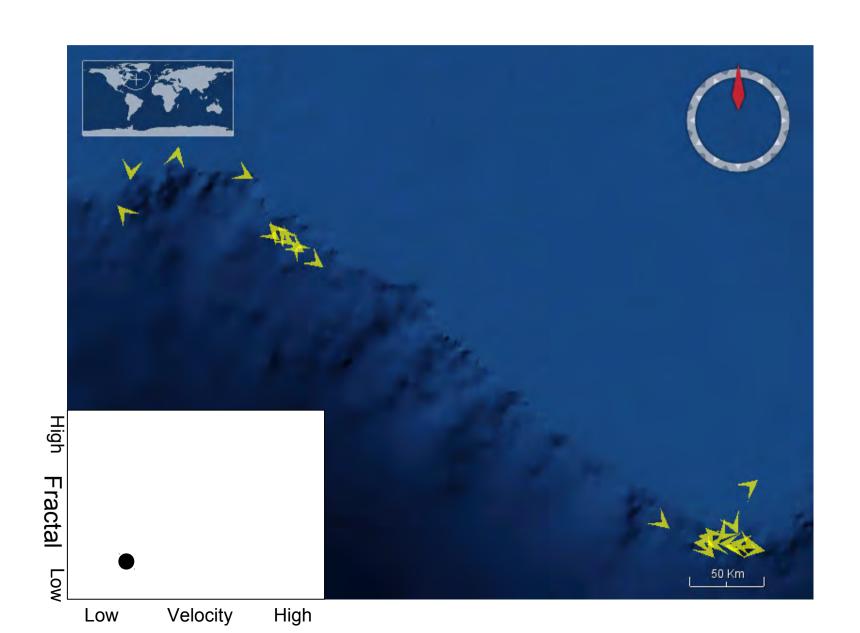
Vessel tracks only help identify different



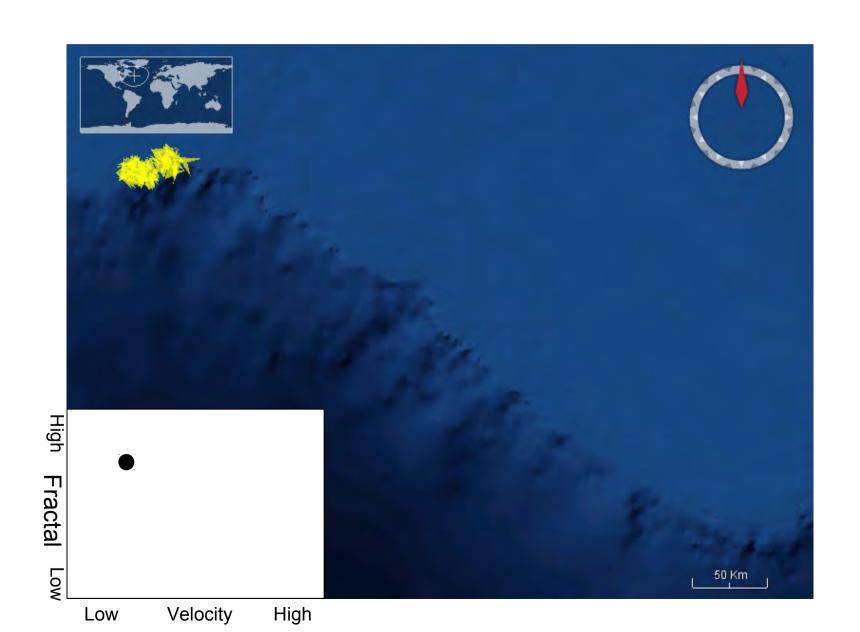
# Linear pattern (steaming)



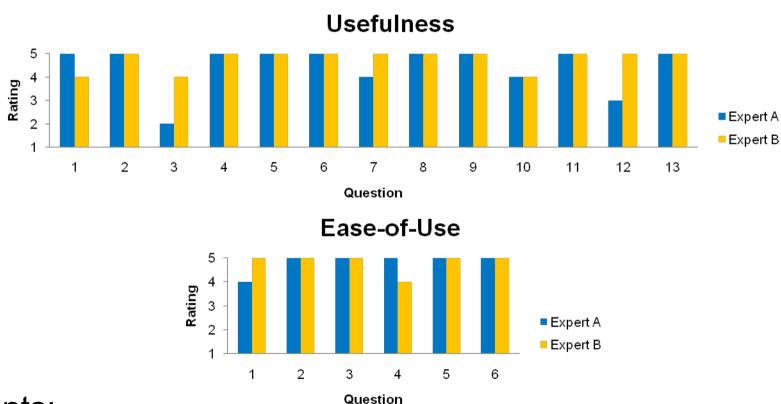
# Linear pattern (trawling)



# Fractal pattern (longlining)



#### Field study



#### **Comments:**

- Velocity filtering is very useful
- Fractal dimension filtering can be useful (crab, long-line fishing)
- Signatures allow more time to be spent on investigation

#### Field study - Questions

#### ·Usefulness:

- Q1 Using the prototype system enabled me to accomplish my usual tasks more quickly.
- Q2 Using the prototype system improved my performance in exploring data.
- Q3 Using the prototype system increased my productivity.
- Q4 Using the prototype system enhanced my effectiveness at exploring data-sets.
- Q5 Using the prototype system made it easier to explore data-sets.
- Q6 I found the prototype system useful.
- Q7 I found the ability to access data point information by hovering over their arrows to be useful.
- Q8 I found the histogram representation of vessel speeds to be useful.
- Q9 I found the automatic rescaling of the histogram to be useful.
- Q10 I found that the ability to filter by fractal dimension was useful.
- Q11 I found that the ability to filter by vessel velocity was useful.
- Q12 I found that the ability to combing both fractal dimension and velocity filters was more useful than each one used separately.
- Q13 I found that the ability to filter by temporal range was useful.

#### Ease-of-use:

- Q1 Learning to operate the prototype system was easy for me.
- Q2 I found it easy to get the prototype system to do what I wanted it to do.
- Q3 My interaction with the prototype system was clear and understandable.
- Q4 I found the prototype system to be flexible to interact with.
- Q5 It was easy for me to become skillful at using the prototype system.
- Q6 I found the prototype system easy to use.

#### Conclusion

- Both velocity and fractal dimension filtering reduce visual complexity
- Combining both techniques can allow for the targetting of specific patterns
- Experts found this technique easy to use and potentially useful
- Specific behaviours with distinctive patterns (longline fishing) are better suited for this technique

#### Questions?



E-mail: rene@computer.org

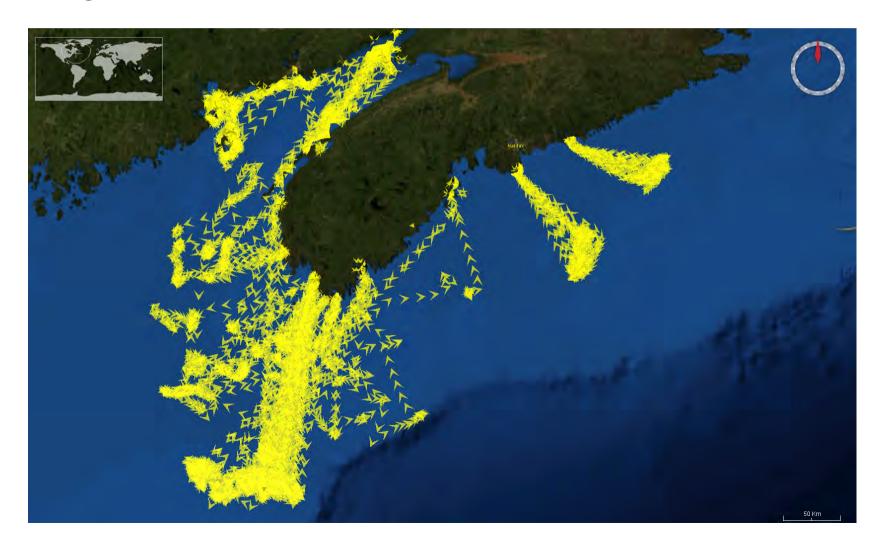






## Signature development

#### Original data – Unfiltered:



## Signature development

Data filtered using 1.27<D<1.5, window = 9



## Signature development

Data filtered using 1.27<D<1.5, window = 9, 0kt<V<2kt

