

GEOAI FOR URBAN MOBILITY: PROBLEMS AND PROJECTS

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WHAT IS GEOAI?

- **GeoAI** blends AI, spatial data science, geography, geosciences, and cognitive science to detect, describe, and predict geo-processes.
- **GeoAI** is not a one-way street: it utilizes AI to solve geographic problems **and** also develops new theories, models, and methods that advance the broader field of AI.
- **GeoAI** introduces **spatial thinking** into mainstream AI —making models aware of place, distance, and context.
- **GeoAI** draws on both knowledge-based (symbolic) and data-driven (representation learning) AI traditions.
- **GeoAI** is used in urban design, disaster response, transport, precision agriculture, crime, privacy, conflict studies, and many other areas.
- **AI** systems already started to **act** on the world, our task is to ensure these systems also **perceive** *our* world (*ideally similar to us...*).

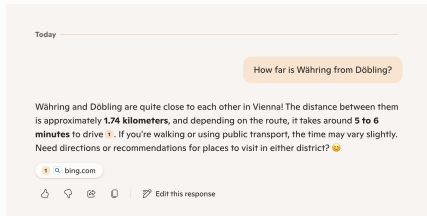
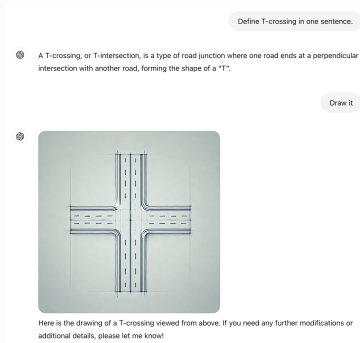
THE URBAN DATA LANDSCAPE

- Urban data sources range from **social sensing** (social media, mobile phones), in-situ sensors, to satellite imagery.
- In some areas, we are **drowning in data**:
 - Continuous traffic, pedestrian sensors in city centers
 - Reviews for top 10 locations
 - (High-resolution) satellite imagery
 - Street network data
- In other areas, we are **starving for data**:
 - Crime and perceived safety (known but not reported)
 - Walkability (features present, but unclear semantics)
 - Points Of Interest (beyond common attributes, point-coordinates)
 - Vague Cognitive Regions (beyond common names)
 - Events (and spatiotemporal data more generally)
 - Underserved groups/areas (e.g., air quality)
- **GeoAI** studies how to **extract knowledge** out of data and how to close data gaps.

SPATIALLY-EXPLICIT GEOAI METHODS FOR GENAI

- **Spatially-explicit** GeoAI addresses common gaps of more general AI models, e.g., **topology**, adjacency, connectivity.
- This is key for accurate spatial structure, realistic agent movement, policy **experiments**, training data **generation**.

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DATA SEMANTICS IS TRICKY

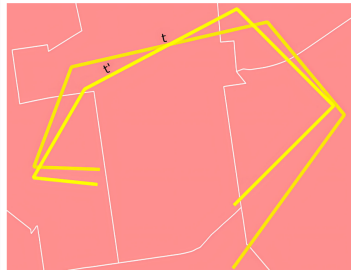
Bundesland	Unfälle mit Schulkindern (6–15 JAHRE) AUF DEM SCHULWEG	Verletzte Schulkinder (6–15 JAHRE) AUF DEM SCHULWEG	Getötete Sk. (6–15 JAHRE) AUF DEM SCHULWEG
BURGENLAND	3	8	-
KÄRNTEN	29	31	-
NIEDERÖSTERREICH	78	86	-
OBERÖSTERREICH	73	79	-
SALZBURG	33	30	-
STEIERMARK	48	59	-
TIROL	47	51	-
VORARLBERG	29	27	-
WIEN	79	80	-
Österreich	419	451	-

TABLE: UNFÄLLE MIT SCHULKINDERN, VERLETZTE UND GETÖTETE SCHULKINDER 2024 NACH BUNDESLAND

- How many kids got **injured** in Vienna?
- How many accidents involved **more than one** child?
- How many kids **died** in accidents in Vienna?

THE DANGERS OF DATA-POOR METHODS & MODELS

- Human movement is shaped by **both social and physical space**, but trajectory analysis often uses only **abstract** (Euclidean) space/measures.
- Small changes that seem minor in abstract space can have **major real-world impacts** once mapped onto actual geography.



- **Synthetic** trajectories are used to protect privacy, e.g., in insurance.
- However, the measures used to guarantee their **similarity** are still data-poor.

KNOWLEDGE GRAPHS: DATA BACKBONE FOR AI SYSTEMS

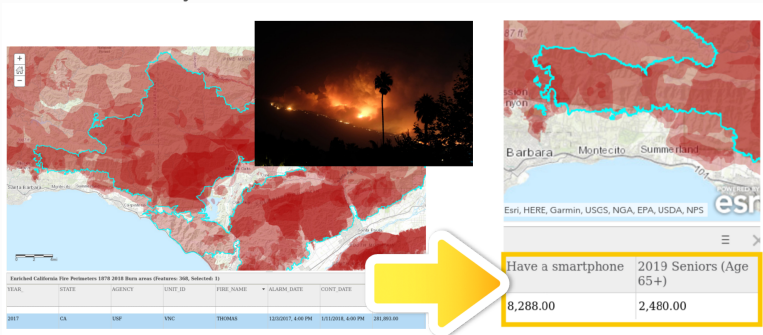
- **Knowledge graphs** (KGs) represent places, events, people, entities, and their rich relationships as a human and machine-readable and reasonable network.
- **Two main approaches**
 - **Knowledge Representation & Reasoning (KRR)**: Uses rules, (logic) axioms for declarative representation and deductive inference but cannot handle **noise** or missing data. Example:

$\text{oneWay}(\text{Street}) \wedge \text{movesAgainstDirection}(X, \text{Street}) \Rightarrow \text{bike}(X)$

- **Representation Learning (RL)**: Learns latent representations (embeddings) for places and relationship from **large amounts of high-quality data**, capturing patterns not easily stated in rules.
 - E.g., X starts their day here, so it is likely their home location.
- Combining **KRR** and **RL** enables both explicit (deductive) reasoning and flexible pattern discovery.

GEOENRICHMENT USING KNOWLEDGE GRAPHS

- Knowledge graphs can be used as **context provider** to enrich models on-the-fly.



- They are now also used for **RAG** by many LLM/chatbots to prevent **hallucination**.
- For instance, **KnowWhereGraph** contains 29 billion graph statements about the world.